Nintendo Official Guidebook

Super Mario Land 2
6つの金貨

WLC Wonder Live スペシャル
Shogakukan

Super Mario Land 2 6つの金貨

In Sarasaland, space Mario, who defeated the villain Tatanga, returned to his own country.

Though I've been away for a long time,

I wonder if everyone is doing well.

When I get back, first a shower...

...I'll take.

As the castle is about to come into view, the Sky Pop is also running smoothly.

CONTENTS (Table of Contents)

PROLOGUE ● 2

ALL STAR CAST ● Complete Character Compendium 7

HOW TO PLAY ● Basic Controls & Fundamental Knowledge 17

MAP & GUIDE ● Course Map & Strategy Guide 25

TREE ZONE/Tree Zone 29

SPACE ZONE/Space Zone 41

MACRO ZONE/Macro Zone 49

PUMPKIN ZONE/Pumpkin Zone 59

MARIO ZONE/Mario Zone 69

TURTLE ZONE/Turtle Zone 79

WARIO CASTLE / Wario Castle 87

SUPER TECHNIQUES ● Secrets & Secret Courses 93

SPECIAL INTERVIEW ● Developer Interview 105

However, no matter how much he flew,

Mario's castle was found not.

"That's strange. Around here it should be, but"

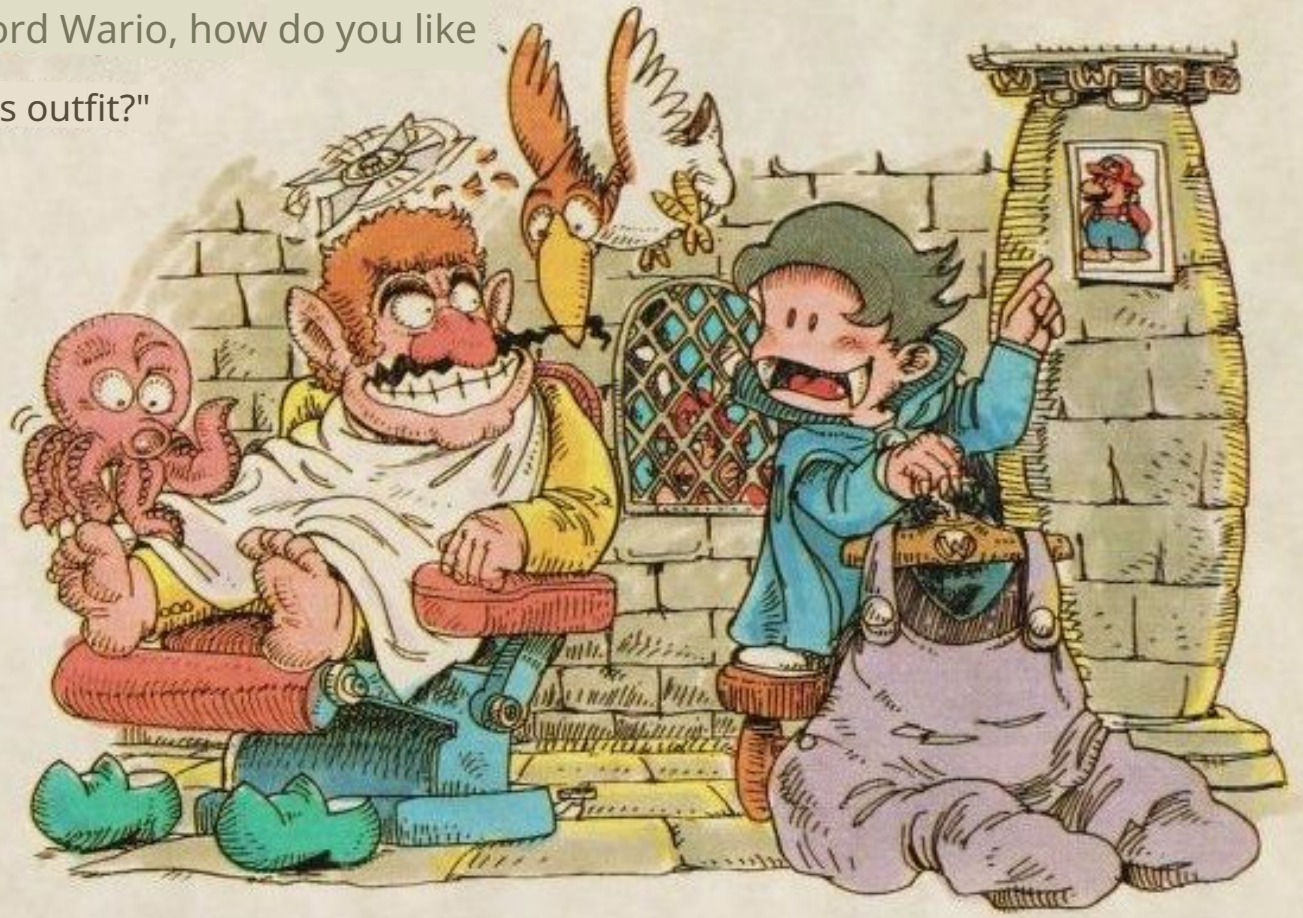
It was at that moment. Suddenly, the Sky Pop was attacked.

It was an ally who attacked.

Dondon.

Mario, who was off guard, immediately was shot down.

"Lord Wario, how do you like this outfit?"



Oh my goodness. Inside the castle, that Wario fellow is leaning back arrogantly and boasting.

Heh heh! "Purple overalls, huh? Perfect for me, A perfect match!!"

Mario was stunned.

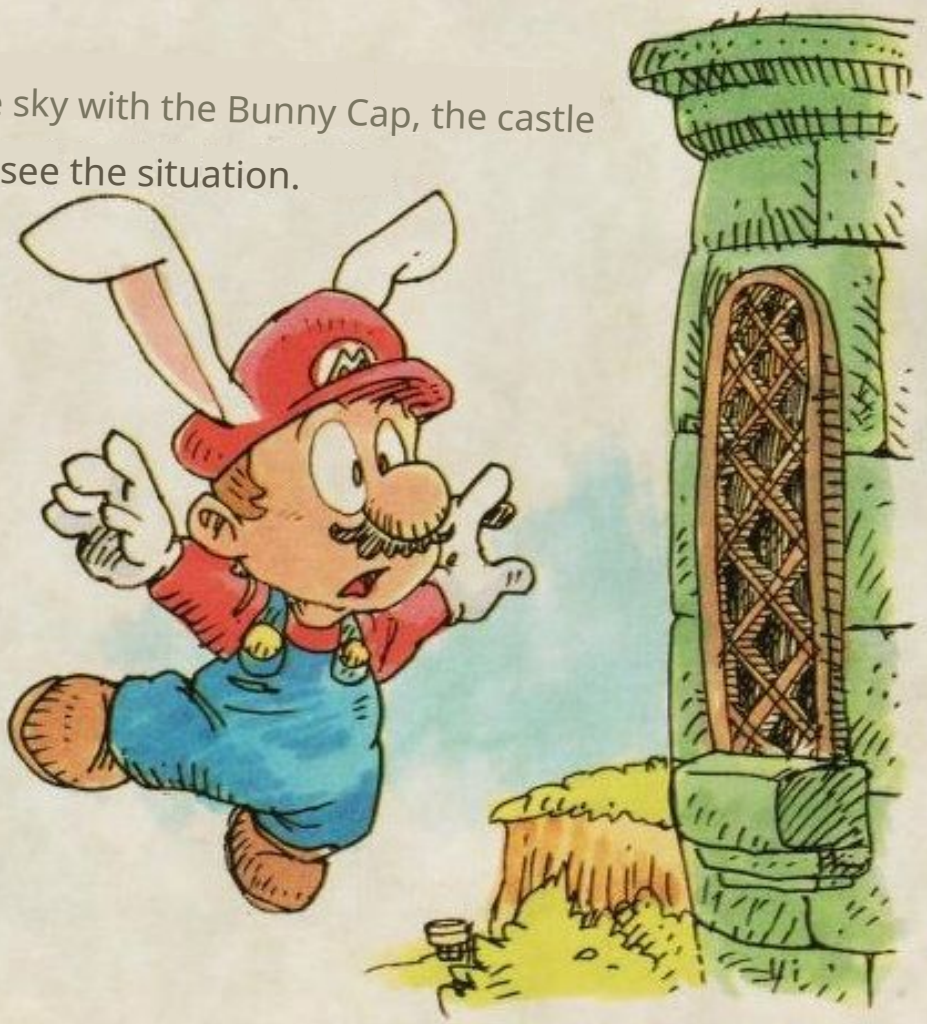
"But that Mario fellow...

It's troublesome when you return, isn't it? Hehehe. It's Crokura. Do not worry. Six gold coins must be gathered to open this castle's door.

Mario, having fallen into the water, thought.

This is strange. That black castle is my Mario Castle isn't it!?

Mario, flying in the sky with the Bunny Cap, the castle decided to go and see the situation.



That gold coin, strong bosses,

"I'm guarding it well. Even if Mario returns, he won't be able to reach this castle." "Lord Wario, you're quite the scoundrel, aren't you?"

"Gahahahahahaha."

Mario, seeing Wario's laughing face, was surprised.

"Ah! That guy, surely!?"

From a long time ago, it's like I remember him, or maybe not.

But now, such things...

...there's no time to be thinking about.

He must defeat the six bosses holding the gold coins!! Go, Mario! Reclaim your castle!!

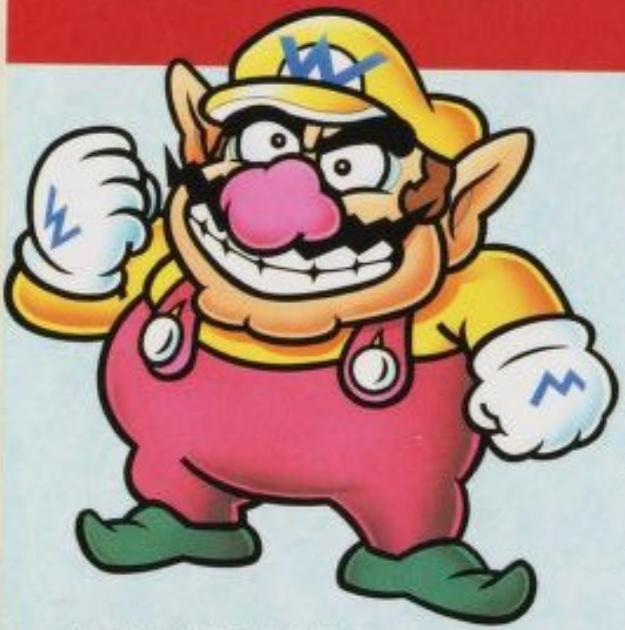
This story will not end without your help.

Let's Play!

ALL STAR CAST

Complete Character Compendium

This is Wario and his six minions!



WARIO CASTLE

Wario

Took over Mario's castle.

The Culprit!! Mario's New Rival, make your appearance here! Previously, Mario has fought fierce battles with numerous enemies such as Bowser, Kokubba, Blackie, etc. This Wario is a character who is a bit different from previous rivals. Wario's appearance is very similar to Mario's (Wario is imitating there are rumors that he is doing it), but his personality is the complete opposite. He's a troublesome guy who has been pulling pranks all the time since he was little and loves doing things that everyone dislikes.

TREE ZONE

Cross

Wario's faction

Elite captain!

Boss of the Tree Zone. Loves anything that shines, not just gold coins. Waits for Mario in its nest at the top of the big tree!

SPACE ZONE

Tatanga

Defeat Mario burning with, new model reappears in a spaceship

Tatanga, who was the final boss in the previous game, appears as the boss of the Space Zone. Harboring the desire to defeat Mario, his attack power has also been powered up!!

MACRO ZONE

Ricky

One-hit kill dive attack!!

Boss of Macro Zone. Its movements are extremely fast, so if you let your guard down, you'll quickly become prey to its sharp teeth. Its specialty is a charging attack after climbing walls!

PUMPKIN ZONE

Sabasa

Wields mysterious magic, the witch of Mario Land.

Boss of Pumpkin Zone. "Wario is more evil and interesting than Mario." As a result, she has become part of Wario's gang.

MARIO ZONE

Bu-ro/Bu-cho/Bu-pon

The three of them's consecutive attacks are powerful!

Mario Zone boss. All three must be defeated (total of 9 stomps), making Mario's struggle inevitable. No one can keep up with the Boo Brothers' swift movements!?

TURTLE ZONE

Paco & Poco

Battles in the water are Leave it to the Paco-Poco family!

Turtle Zone boss. The large octopus Bako's child octopus Boko, which it spits from its mouth, is a formidable enemy against which Fire or stomping is completely ineffective. Poco's tackle attack is terrifying!!

All Characters: Zone-Specific List

How to Read Symbols

What kind of attacks Mario can perform

Display whether that character can be defeated.

Yellow -> YES White NO

Can be defeated by stomping from above.

Can be defeated by Fire Mario's fireball.

Goomba

Familiar from the Mario series, Goomba also appears in Mario Land. Obsessed with defeating Mario, but is quite weak.

Paragoomba

Flying Goomba moves slowly up and down. Once stomped on, its wings come off and it becomes just a regular Goomba.

Koopa Troopa

A representative character of the Mario series, alongside Goomba. A Koopa Troopa that retracts its limbs after being stomped on once can be used as a weapon.

Piranha Plant

A Piranha Plant hiding inside pipes, trying to attack Mario. Hidden in upside-down pipes. Upside-down Piranha Plants are also found everywhere.

Lakitu

A relative of Choropu (?). At first, it hides underground, but when Mario approaches, it vigorously digs up the soil and appears on the ground.

Pyonta

Frog. It comes hopping towards Mario without thinking. Beware of its long, extending tongue!!

Bibibi

A strange fellow that gathers electricity with great effort. When it is curled up and emitting 'Bibibi' electric shocks, it is completely invincible.

Kyotonbo

Its movements are slow, but it's a notable character that gradually approaches Mario, ignoring the terrain. It's best to lure it in and then stomp on it.

Mogyo

A character that chases Mario with two sharp horns. It moves freely in the sap that slows down Mario's movements.

Nokobonmetto

Transforms into a bomb when stepped on and causes a flashy explosion. An heretic of the Koopa Troopa faction. Be careful not to get caught in the blast.

Antotto

The hardest worker in the Antotto family. Its movements are almost the same as a Koopa Troopa. It is said that 'the two antennae on its head are its charm point.'

Hercules

When this enemy walks along leaves or [unclear terrain], it suddenly extends wings and flies towards Mario.

くるぞ。

Fire Piranha Plant

A senior figure to the Piranha Plant. It appears from a pipe and shoots one fireball. Defeat it with Fire Mario.

B. Fly

A unique character that flees at full speed when you try to stomp on it. There's no way to defeat this guy except with a fireball.

Tamara

Bibi's Tamako. It seems to be carefully raised deep within the bee's nest room. Despite being a Tamako, it's unusually energetic.

Unera

Bibi's larva, just hatched from Tamara, so its body is squishy and soft. Stomp on it while you can!?

Togera

A form where Unela has grown further. Because it is covered in hard thorns, neither stomping nor fire attacks work. It's an annoying opponent.

Bibi

A type of bee with a sharp poisonous stinger on its rear. Cannot be defeated by fire attacks. The trick is to lure it out and stomp on it.

Foreign Word

Ancestor of the Bibis

Even if stepped on, a certain... It only takes time to be defeated and revives on the field. Let's defeat it with a Spin Jump.

Buichi

A gluttonous Beebee. Because its body is too large, it hardly moves on its own. Its dive attack from the ceiling is powerful!

Kuu

Appears in Mario Land, one of Mario's few allies. It carries Mario. A dependable Bukurou. Thanks.

Dondon

One of the few enemy characters that flies. Its movement is a simple one, charging straight horizontally. It is the natural enemy of Bunny Mario.

Bird-fish

A hybrid of bird and fish that leaps and splashes across the sea. Be careful when flying in the sky with Bubble Mario or Pani Mario.

Bukubuku

A Cheep Cheep (?) wearing goggles. It's always swimming busily, but how can it sweat underwater?

Bomb-omb 1-2-3

A Puta-san that spits projectiles from its mouth. There are different colored Bomb-ombs depending on the zone, and they are called 1-2- respectively.

Poro

A UFO that just spins around in the same spot. You can defeat it by stomping on it, so there's no need to run around.

No.48

A mysterious alien (?) from the same planet as Tatanga. Be careful not to get caught in the star bombs it releases from its head.

Stars

In the Star Course, countless stars appear, but this refers to those that move up, down, left, and right. Be careful of their fast movements.

Uni-bo

Mysterious life form living in space and the sea. Usually in mid-air still, but when Mario approaches, its movements suddenly become intense.

Tosenbo

A relative (?) of Unibo that obstructs Mario's adventure in the Star Course. You can pass through while it's deflated.

Chikunto

Assault soldier of the Antotto family. Distinguish from Antotto by whether it has antennae or not. If spikes are sticking out, it cannot be stomped on.

Dokanto

A mortarman of the Antotto family. They fire shells with a 'dokandokan' sound from a cannon attached to their head. Be sure to dodge these shells.

Cheep Cheep

When it comes to enemies in the water, it's Cheep Cheep, of course. In this '2', they are appearing in large numbers (?) in the Turtle Zone.

Dry Bones

A fish made entirely of bones, resurrected in this world after the spirits of Cheep Cheep gathered. This one is also immune to fire.

Goronto

A yellow helmet and a shovel are Goronto's trademark. If left alone, it's a hard worker that digs up rocks with a 'gangan' sound.

Type

Appears only in the attic course of the Macro Zone. A nasty opponent that tries to snatch the 1UP Heart that Mario released.

J. Son

An enemy that appears in the Pumpkin Zone, with a splattery atmosphere. But its movements are exactly like a Goomba's, I think.....

Tōsan Ball

Spiked iron ball. It moves up and down regularly. Because its movements are simple, dodging its attacks is quite easy.

Gekku

When walking in a place where the ceiling is full of spikes, a chime sound may suddenly ring. It's a signal that Spike Gekku will fall!

Boo

The shy ghost, Boo, has already become a complete regular in the Mario series. Turn your back, and it will attack!

Kurocula

A young bat-person who has inherited the bloodline of Count Kurocula for generations, but the current head of the family doesn't seem to like fighting.

Mini Kurocula

Kurokyura's minion. If you make good use of this enemy, you will be able to go to places you couldn't go before.

Bero

Appears only in the Monster Temple Course, the giant ghost lantern. Jumping directly beneath Bero is very dangerous.

Karakara

Ghost Umbrella. It descends while moving left and right extensively, making it difficult to stomp on. Ignore it or defeat it with Fire.

F-Boy

It looks like a will-o'-the-wisp, but it's actually a fire child that has appeared since the Donkey Kong era. Now, where is it?

Kyororo

A one-eyed imp, darting its big eye around, searching for Mario. When Mario gets close to a certain extent, it will dash towards him.

Telekuriboh

What happens if a Goomba turns into a ghost (Boo)!? Since it's an opponent that cannot be defeated, if you encounter it, run away immediately.

Pick

A suspicious character that looks like a lemon. It jumps with a 'byokonpyokon' sound.

Jumping, Mario's Actions

< Block the hand.

rerere

A magic broom entrusted with cleaning the house by the witch Sabasa(?). Be careful of the double attack with Tōsan Ball.

Piranha Plant

An enemy character that rotates its bladed edges like a shuriken. It is one of the traps that appears only on the gear course in Mario Zone.

Tatenoko

A razor-like Tatenoko, a formidable enemy comparable to Yashichi. Its flashy zigzag movement stops Mario's movement.

Neijii

Appears in the Mario Zone. It jumps out from the ground, hopping around and attacking Mario. But its screw came off, so it's okay.

Tamanoribuu

Rubber Ball Course Climb If you defeat Puu, Mario can move by riding the Tamanori. Great utility.

2 K Cut

A tin soldier. Since its movements are simple, if it gets in the way, stomp on it and cook it with fire.

Piron

Hiding inside ? blocks. If you use Spin Jump and hit the block where Piron is from above, it's a miss.

⑥ Killer

A killer that feels like its whole body is a solid mass of weapons. It appears everywhere, even in this '2'. There are also Killer turrets.

Escatama

An escalator shaped like a ball. That's why it's named Escatama (really). It disappears after moving a certain distance.

Guruguri

A character that just spins around a ball. When a lot of them appear, it's quite difficult to dodge them. Be careful.

Wakiri

A high-speed rotating cutter that runs wild inside the block course. It cannot be defeated, so you can only jump or dodge by crouching.

Joe

"The sea assassin known as the 'Aqua Mario Killer'. It may suddenly dash and attack Mario. It does not move up or down."

Spiky Blooper

A spiky version of the Bukubuku. When inflated, it moves up and down, and when deflated, it moves left and right.

Aqua Goomba

The unlucky Goomba that was swallowed by a whale. However, it seems this particular Goomba is surprisingly satisfied with this life.

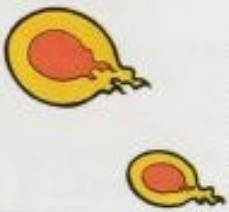
Furizo/Furiko Bubble

Wa that appears with Wario

One of them. It hinders Mario's actions while drawing a large semicircle. The difference in name is the difference in size.

A mass of rock that pops out from a sea of fire. This character, too, is probably already a familiar face in the Mario series.

Fire



Fireballs spat from the mouth of a Fire Piranha Plant statue. They are divided into two types based on size: Big Fire and Small Fire.

Genkottsu

One of Wario Castle's traps. If you step on a hidden switch, the trap activates, and a giant Wario punch starts moving.

Karamenbo

Appears in Wario Castle. A spiked Thwomp. If you dash through with the B button without stopping, you can clear it in one go.

Don Gabamen

A mid-boss located just before Wario's room. With a normal stomp attack, it cannot be defeated without attacking twice. Read its movements and attack.

HOW TO PLAY

Basic Controls & Fundamental Knowledge

Reclaim Mario's Castle!

It begins now, Mario VS Wario

The Battle of!

Breaking 3 years of silence, the second installment of the Super Mario Land series, '6 Golden Coins,' finally appears! An adventure action masterpiece that surpasses the common sense of Game Boy up to now, Go Go Mario!!

Powered up this much from the previous installment!!

The difference between '1' and '2' is...

① The adventure's stage has become significantly wider!

Whereas the previous game was composed of 4 worlds and a total of 12 stages, this time the adventure stage has scaled up significantly, more than doubling the content with a total of 32 stages. Players can now choose their favorite zones, increasing the game's freedom.

② Each course also has substantial content.

Previous game's courses were only right-scrolling on screen. The course maps for '2' have increased in complex structures, becoming free-scrolling left and right with multiple screen compositions, and the world of the course map expands in all directions: up, down, left, and right.

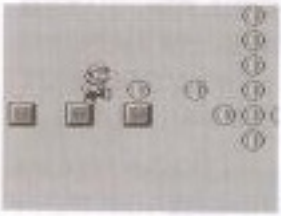
③ With the addition of a save function, you can play leisurely.

Due to the increased volume of game content, '2' is no longer a game that ends quickly. Therefore, this time a save function is equipped that allows game records for up to 3 people. There is also an Easy Mode with fewer enemies.

④ As expected, the classic 1UP trick is here!

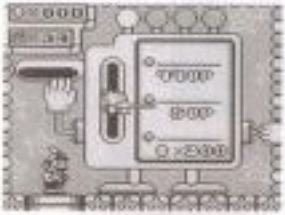
The indispensable 1UP trick of the Mario series appears again this time. By using Mario's invincibility from the Star to defeat enemies consecutively, enemies defeated from the 5th onwards will all grant a 1UP. It is one of the important techniques for increasing your Mario count.

⑤ There are also hidden blocks and secret courses.



Because each course has become wider, secret routes using hidden blocks are also prepared. There are many mysteries, such as a large number of coins hidden on the screen and secret courses!

⑥ Plenty of fun, such as slot games.



The coins placed in each course can now be collected up to a maximum of 999. It seems that the collected coins can be used extensively at the slot game parlor. Can you hit the jackpot?

99

Map Screen

The map screen is divided into two: the overall map screen for moving between zones, and the zone map screen for moving through courses within a zone.

Overall Map Screen

Mario's Courses Cleared / Number of Coins Collected

Screen map

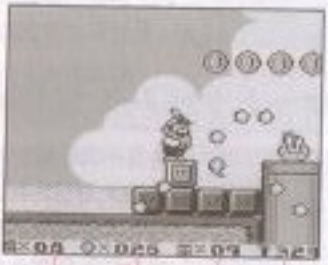
Mario's Current Location

Boss Area

Course (Cleared)

Action Screen

The action screen is where Mario actually fights on the course. Once a course is cleared, you can pause and exit at any time by pressing the SELECT button.



Mario's Remaining Lives

Coins Collected

Enemies Defeated

Time Remaining

Main Controller Usage

The Game Boy controller is very simple.
Of course, all of Mario's actions can be performed with this.

+ Button
Action Screen で
is for Mario's actions.
On the map screen, Ma
rio's 移動、
Scroll
Used when desired.

A Button
For jumping, etc.
Or when swimming, etc.
This is the button.

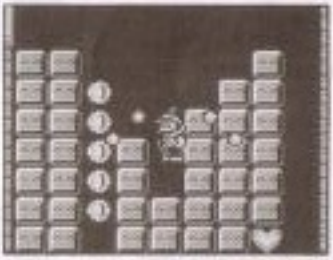
B Button
Acceleration or fire. 攻
撃、When holding a
Koopa Troopa shell.

START-SELECT Button
The START button is used at game start and for pausing the game.
For courses cleared once, Pause + SELECT で解出 Possible.

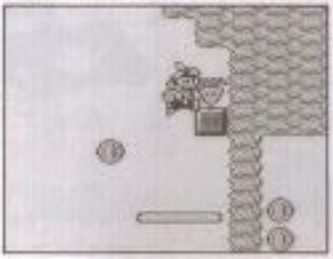
Mario's Special Moves You'll Want to Remember

★Spin Jump

When you are Super Mario or Fire Mario, pressing ✚ down on the button while jumping results in a Spin Jump. A new technique that can break blocks even from directly above! ★High Jump



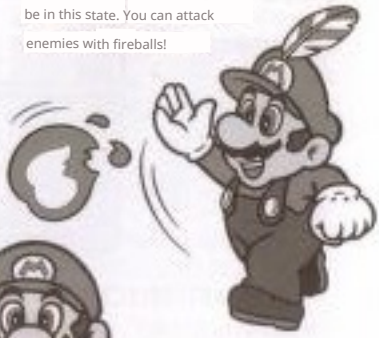
Up until now, Mario couldn't do a high jump unless he dashed. This time, anytime with the Up + A button, a high jump is possible. This is convenient!



Mario is different this time.
New Power-Up: Pani Mario Appears!!

Fire Mario

If you get the Fire Flower, you will be in this state. You can attack enemies with fireballs!



Honey Mario

Taking a carrot makes this state: jump power up, various [illegible] aerial techniques can be used.

Super Mario

If you take a mushroom, you transform into the familiar Super Mario. You can even break blocks.

Space Mario

Of the Space Zone, マリオは、
Appears clad in space.
Mario's movements are also slow.

Aqua Mario

Mario when swimming.
Cannot perform grab attacks, and [illegible], [illegible] also becomes a bit slower.

Bubble Mario

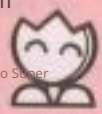
Bubbles that make the sound of Hipopon.
When entering, press the A button.
It rises steadily.

Item List

Mushroom

Regardless of Mario's state, taking a mushroom turns him into Super Mario.

Fire Flower



Item for Fire Mario. This is probably a frequently appearing item.

carrot

「Transformation to Niimaria A」 Item. The place where it can be obtained is... It's coming to be!

Star

マリオが一定時間無敵になる。この状態で連続して倒せば！UP！

coins

During the course, placed in various locations. used in platform game.

1 UP Heart

"It is not the familiar UP Mushroom. It is an item that increases Mario."

lucky bag

Within 50 sheets This is for people who want to make money in a short period of time.

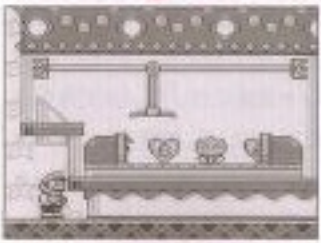
Piron

Hiding in the ? block, they are trying to attack Mario.

Two bonus games

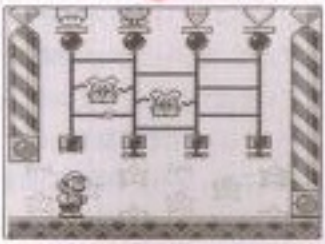
A bell is always placed near the goal of each course. Ringing this bell lets you play the two bonus games introduced below.

Mario Catcher



Time your crane operation well and try to grab the 1UP Heart.

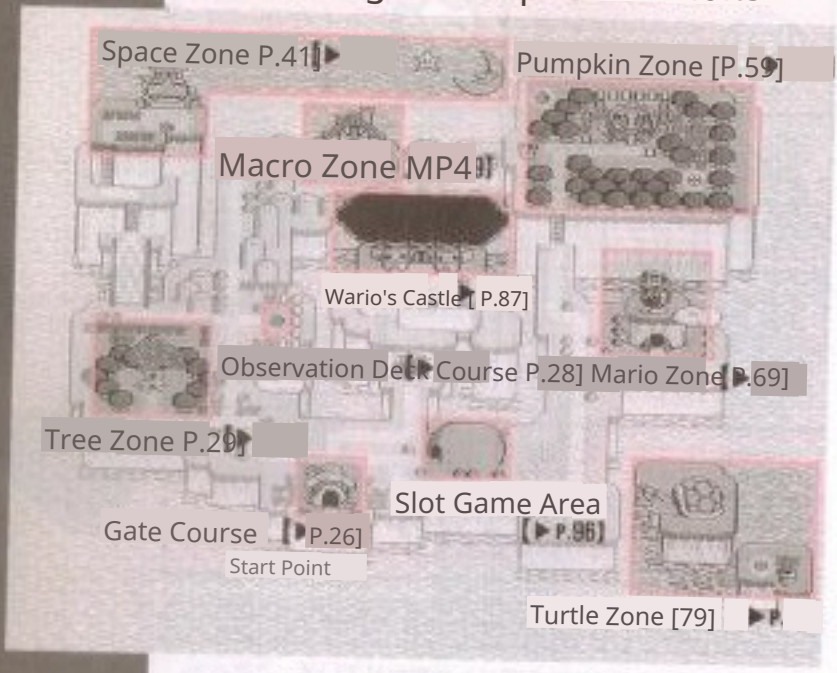
Amida Game |



The Amida Game from the previous installment has been powered up. The items you can get are random.

Mario Land Overview

Introducing the map connections



The connections between the zones (6+α) in Mario Land are as shown on the map above. The objectives of this adventure are broadly divided into two. One is to defeat the bosses of each zone and collect the six gold coins they hold. The other is to use the six gold coins to open Wario's door and defeat Wario. Each zone can be started in any order, and you can move to other zones at any time without completely clearing one. If you choose a zone you wish to adventure in, try jumping to the page indicated in the zone name column. Incidentally, the Gate Course and the Observation Deck Course are independent courses (the slot game area is the same).

MAP&GUIDE

Course Map & Strategy Guide

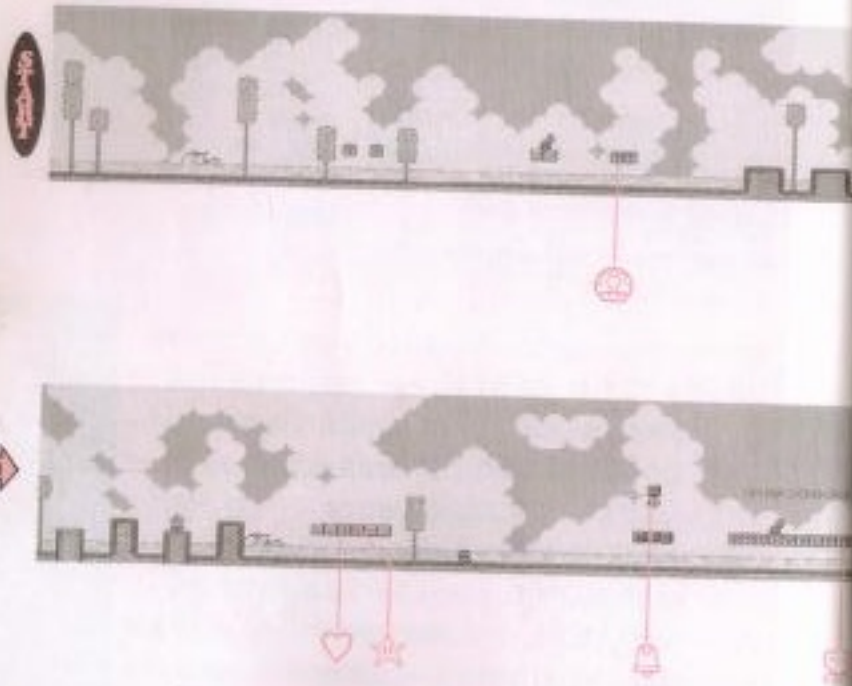
Welcome to Mario Land

The gates of adventure are now opening!!

Gate Course

COURSE DATA	
A Field Type	Overworld
B Number of hidden stages	Two
C むずかしさ	★☆☆☆☆
D	Goomba

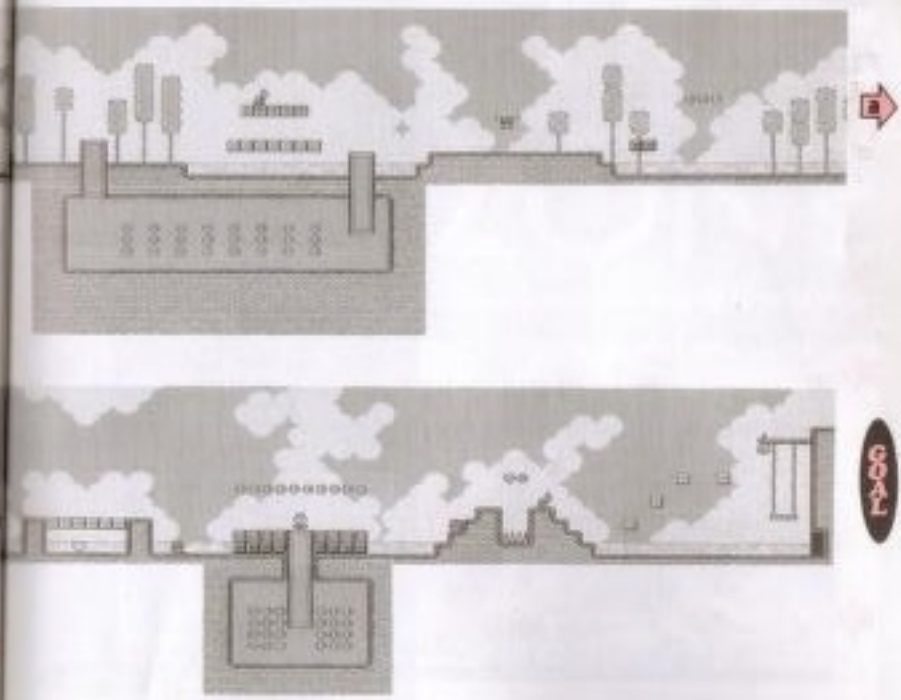
The Gate Course is the starting point of Mario Land. A Jump, stomp, how to enter hidden stages, etc. B You can learn the basics of Mario's actions. Main enemy characters.



Course Map Legend

The course maps included in this book introduce the connections between each map, the contents of ? (Question Mark) blocks, enemy movements, and more. The contents of blocks are displayed using item symbols (refer to the table on the right for item symbols). However, if the content of a block is a single coin, it is not specifically indicated. Also, when maps are divided into two or more sections, arrows and alphabets indicate the connections between courses (an arrow points to the next arrow). Furthermore, the entrances to hidden stages and secret courses are also displayed on the map, so check them carefully.

- Mushroom
- Fire Flower Carrot
- 1UP Heart
- Star
- 福袋
- Piron
- Middle Bell
- Secret Course Entrance



Consecutive 1UPs with Star!!

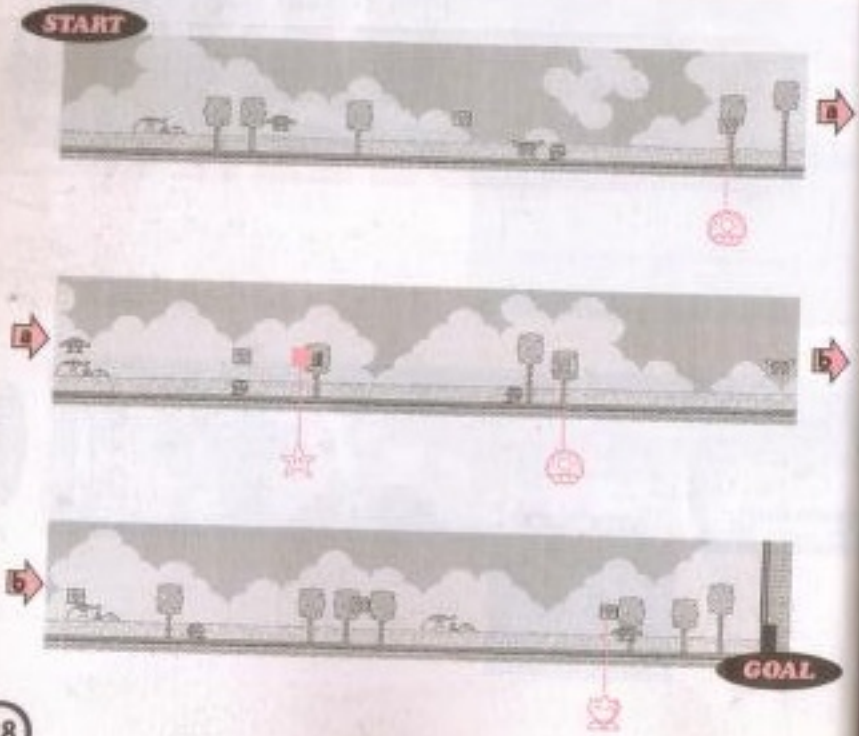
This is the place to increase your Mario count.

COURSE DATA

Field Type	Overworld
Hidden Levels 数	None
Difficulty	★☆☆☆☆
Main Enemies	Paragoomba

Observation Deck Course

The Observation Deck Course, which does not belong to any scene, is an excellent place to increase Mario A's count. Remember the location of Hidden Star B, and let's decide on 1UP D.



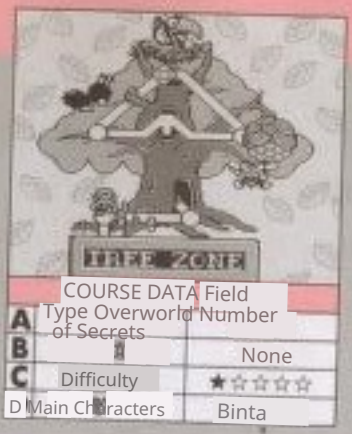
TREE ZONE

Tree Zone

TREE ZONE 1

根 Root Course

Finally, Mario succeeded in landing on the island. What is the secret hidden in the island's symbolic large tree.. .? A new adventure begins!

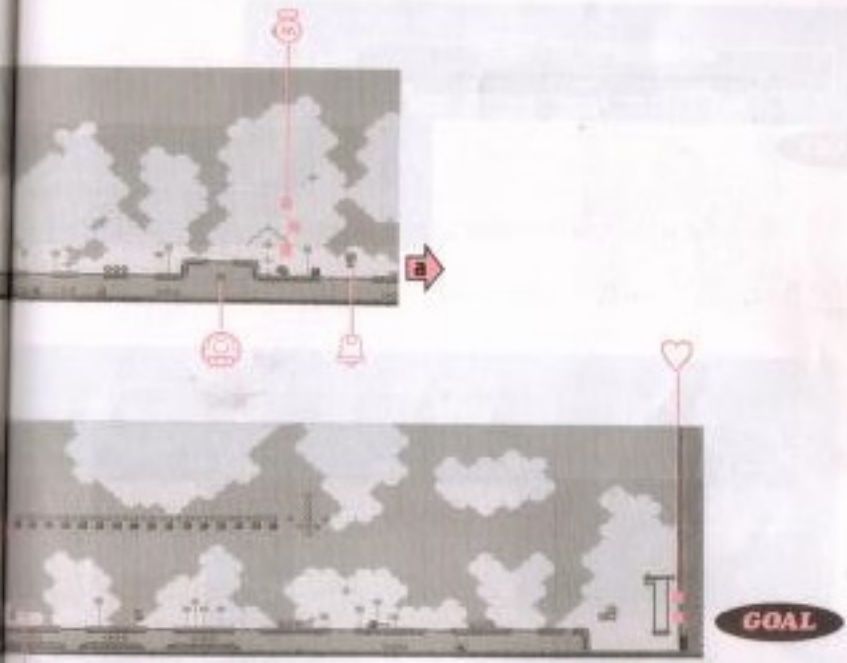


Knowing about hidden blocks,

your strategy will change completely.

The key point of this course is knowing the location of hidden blocks. After starting and proceeding for a while, there is a hidden block containing a star. If you just remember the location of this hidden star, you can become invincible and aim for consecutive score increases by using B-dash. Be careful of the long tongue that Pyonta extends.

A route using hidden blocks. With B-dash, gaps between blocks are no problem.

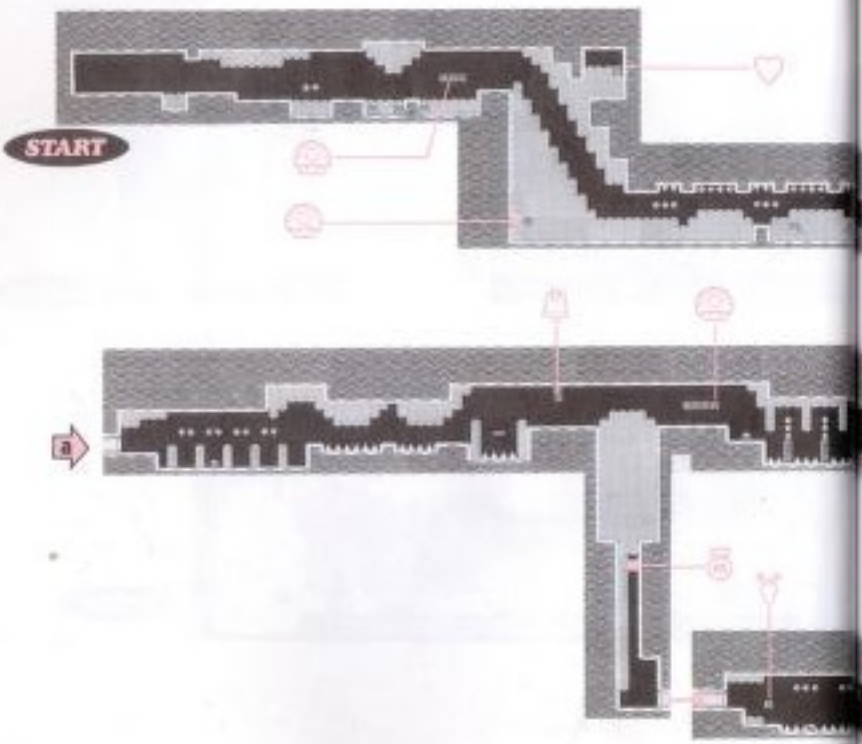


Tree Trunk Course

A giant dungeon spreading within a massive tree. Sticky sap that immobilizes you. Which path leads to the exit above ground!?

COURSE DATA

A B	field type	Dungeon stage
	Number of secrets	None
C	Difficulty	★★☆☆☆
D	Main Enemies	Mogyo

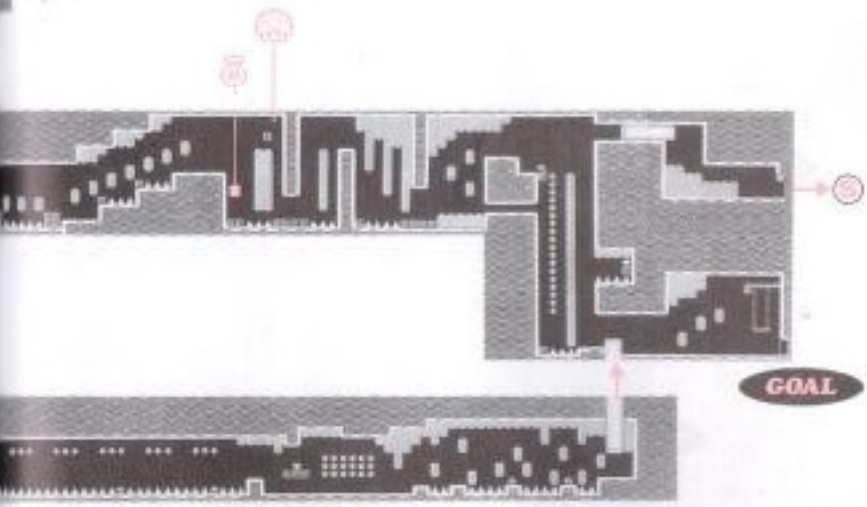


Two-part walkthrough

Route, which one is more advantageous?

As you can see from the map, this course splits into two paths to the goal. The upper route's key point is how to utilize the sap oozing from the trees. Jump rhythmically with small hops, advancing by leaping over the raised parts of the sap. Those who aren't confident in their skills should take the lower route.

If you step on it, it will become a bomb and explode. Don't get caught in the Nokobon Met!



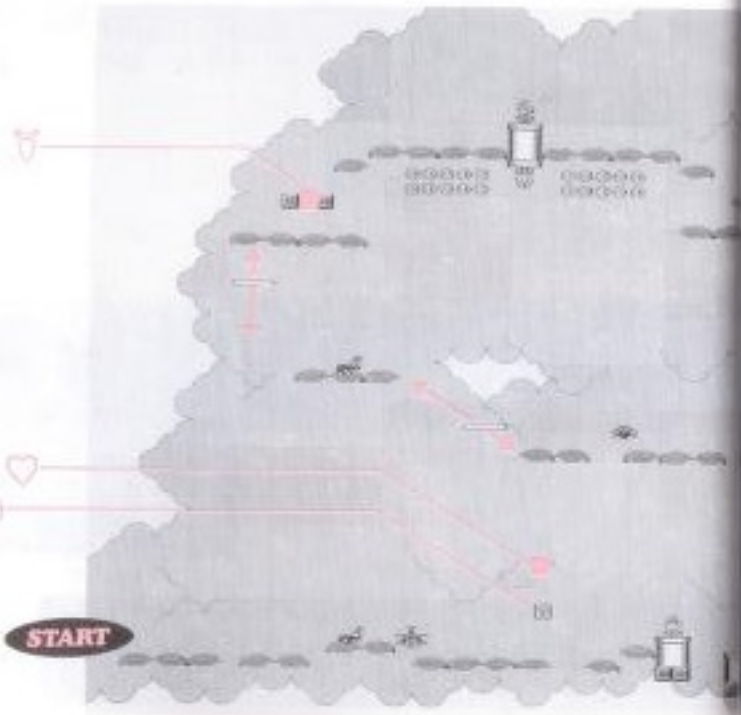
Leaf Course

Escaping from the dark tree trunk, once again to the world of the shining sun. Mario has returned to the world: A Field Type.

Climb this, and the summit is right before your eyes!

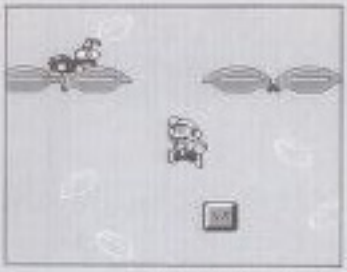
COURSE DATA

B	Secret.	Air Mail None.
C	Difficulty	★★☆☆☆
D	Main Enemies	Hercules

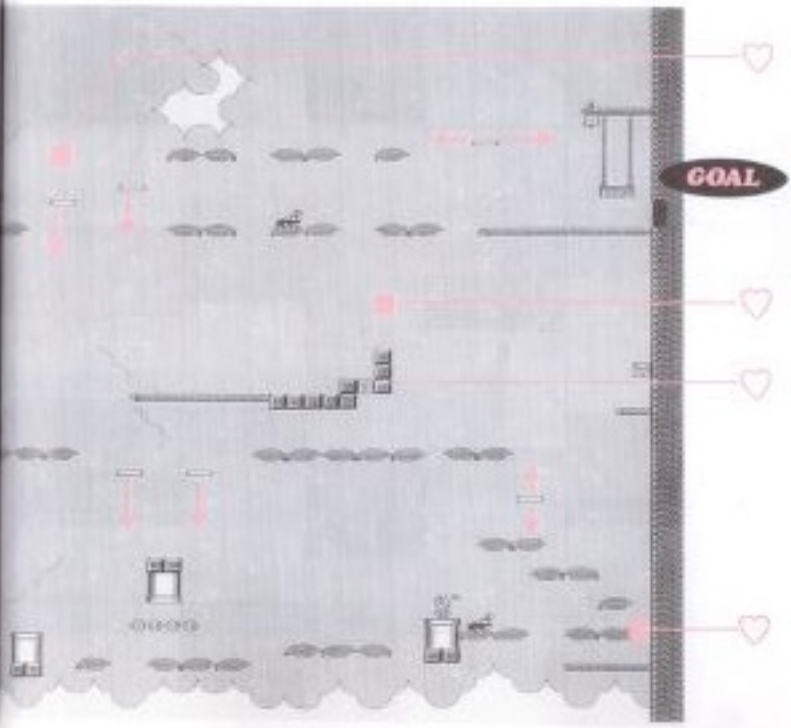


Bunny Mario's specialty, A parade of jumps!

Starting with boards that fall after a certain time when Mario stands on them, this is a course where the footing is unstable overall. Be careful of the fireballs shot by the Fire Bakkin, and make sure to land the jumps from leaf to leaf. 1UP Hearts are also hidden here and there (there are 5 of them, so you'll want to make sure to collect them for future use).



If you use the hidden block located on the right side of the map's center, you can create a very short cut. It's easy if you're Bunny Mario.



Beehive Course

Stumbled into the Bee Bee's nest.

Mario, who had finished. A sudden visit.

Trying to drive out the person, Bibi A Field Type

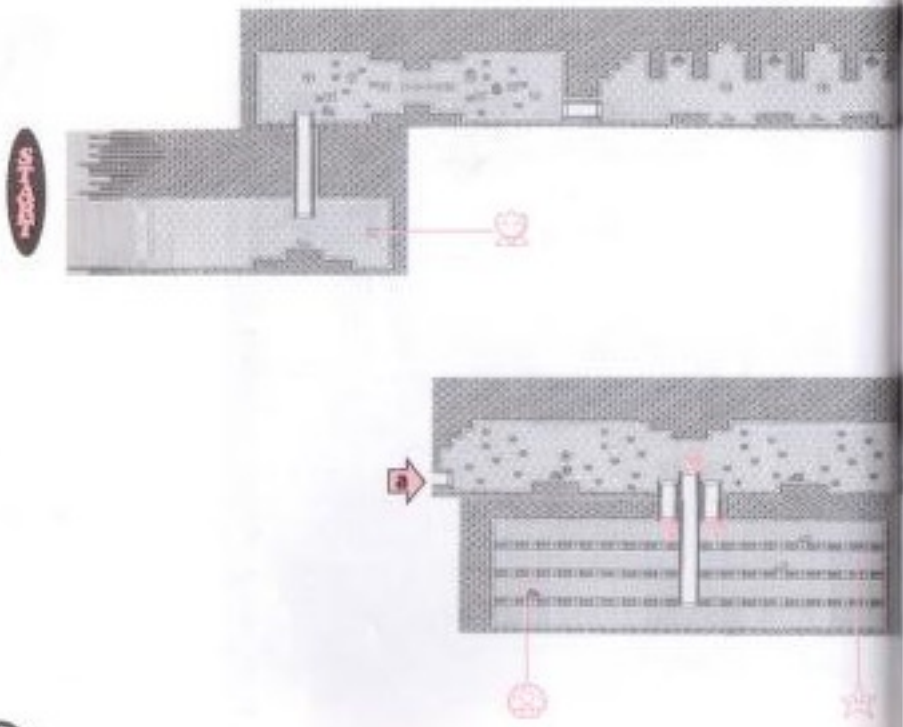
Can you dodge their attacks!? D Main Enemy Characters

Dungeon

one

★★★☆☆

Buichi

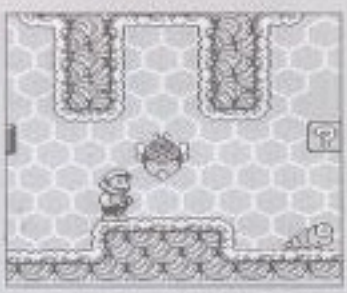


Fire against Invincible Gaigo

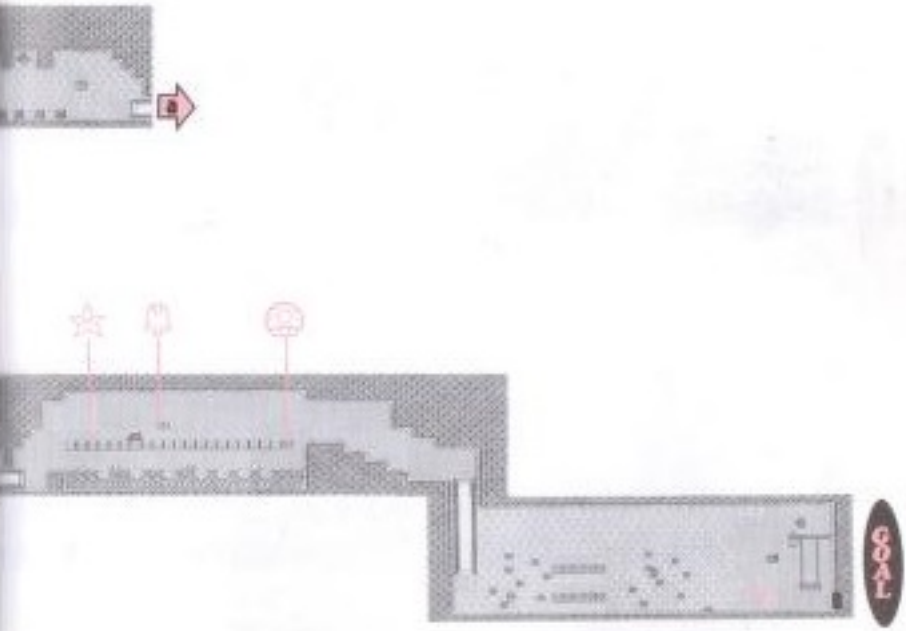
Balls are not effective!

Adventure in the Beehive. Starting out, before entering that pipe, first hit the '?' block on the right to become Fire Mario. Inside the beehive, if two eyes are glaring, it's a sign that enemies like Bibi and Gaigo will appear. Fireball attacks are ineffective against them.

So, let's hurry and proceed.



† Booichi tries to crush Mario. While returning to the top, let's quickly pass through.



Owl Course

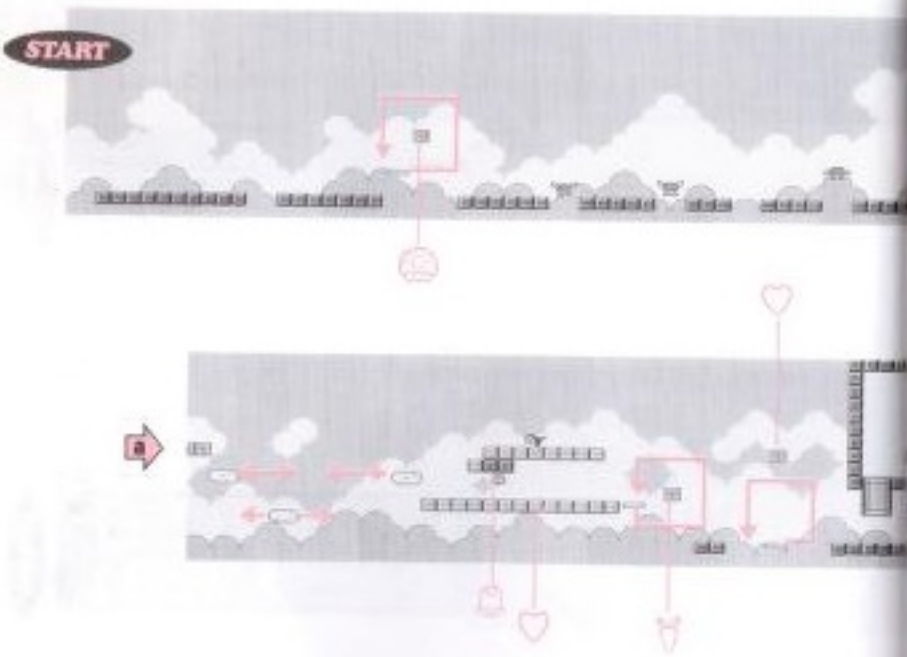
Well then, the adventure in Tree Zone is finally coming to an end. Wario's subordinate Ku

Defeating Ros, Mario splendidly the gold coin

Can he get it back!?

COURSE DATA.

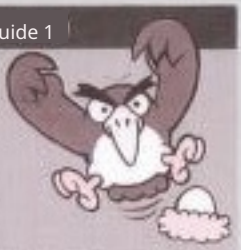
A	Field Type	Aerial Stage
B	Number of hidden areas	None
C	Difficulty	
D	Main enemy character: Paratroopa Goomba	



Inemuri Gū is a reliable ally.

First, after jumping over the group of Para-Goombas, ride on a Gooey's head and move through the air. Once you get the carrot just ahead of the middle bell and transform into Bunny Mario, you just need to proceed in a straight line.

Cross



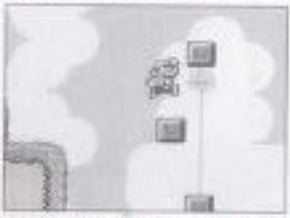
Boss Cross circles in a manner that draws a circle. Safe zones are on the right

Since there are two safe zones on the right and left edges, do not try to fight in the center of the screen. When it comes to the edge of the screen, jump and stomp on it.

Two Branching Paths, Which One to Choose?

The characteristic of the Tree Zone is that the route to the boss is divided into two (Leaf Course and Honeycomb Course). In other words, if you aim for the shortest clear, you only need to clear one of them. The Honeycomb Course is easier to clear.

Mario Land is a Treasure Trove of Hidden Blocks!



If you jump in an empty space, blocks will suddenly appear. Hidden blocks, familiar from the Mario series, also make a solid appearance even in this '2'. If you know the location of the blocks, you will be able to go to places you couldn't go before.

Move the screen up and down to check your surroundings.

When playing on narrow courses like the Leaf Course, what's concerning is the surrounding terrain. So, try pressing the directional buttons up and down while holding down the B button. The screen will scroll, allowing you to see your surroundings.

How to get to the Secret Course (P.100)
The entrance to the Secret Course is located in the upper right of the Branch Course map. To get there, in the state of Pani Mario, jump from the left screen to the right, and then fly in the air for a while. That's all it takes.

SPACE ZONE

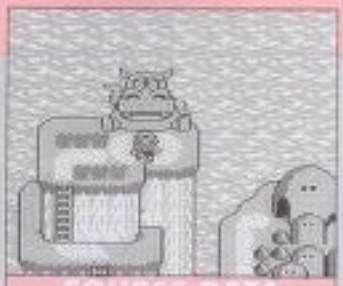
Space Zone

Star Course

Moon Course

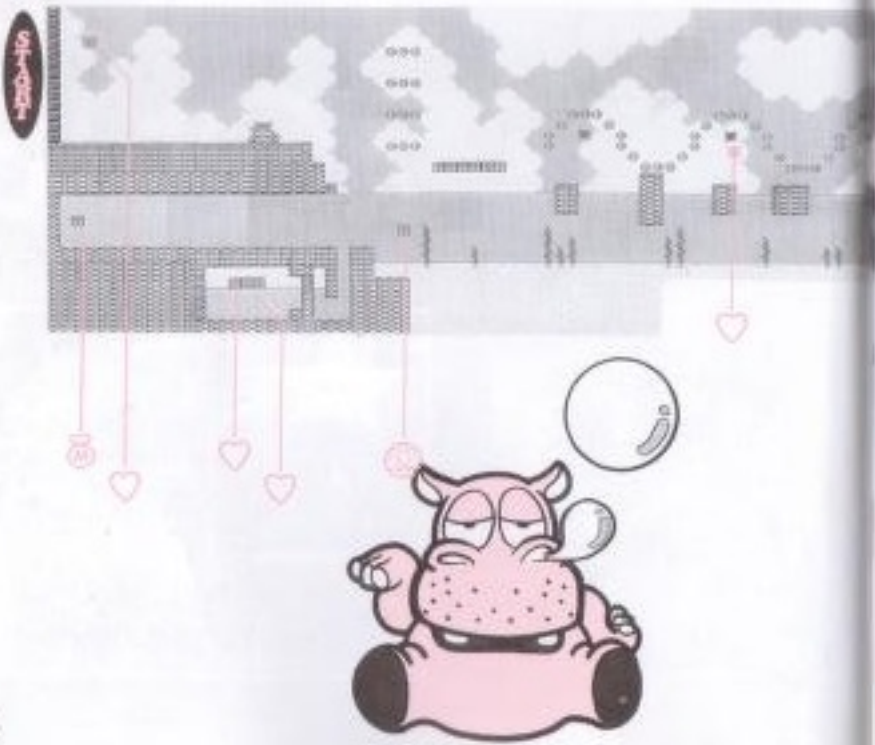
Soap Bubble Course

Be enveloped in a soap bubble and ascend to the heavens! The statue of the brave Hippopon praises Mario's courage. B Once you overcome this, the stage moves upwards...



COURSE DATA

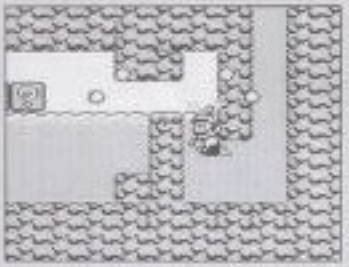
A	Field Type | Aerial + Underwater Stage	
B	Number of secrets	なし
C	Difficulty	★★☆☆☆
D	Main Enemies	Uni-bo



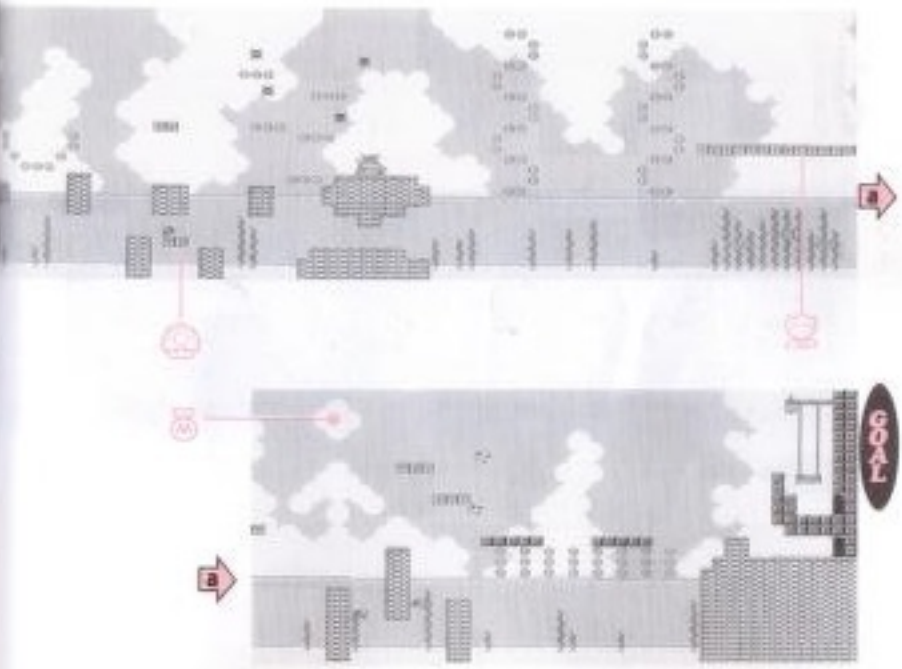
With the Bubble Flower, the Sky

Fly. Caution is advised.

The biggest feature of the Bubble Course is the appearance of the Bubble Flower, which allows you to fly freely in the sky. If you just want to clear it, it's OK to just fly up as high as possible and proceed to the right. If you get hit by Flying Fish or Spiky Enemies while trying to collect coins, you're not there yet. Of the two goals, the upper one is the correct one. Using the Bubble Flower is a given.



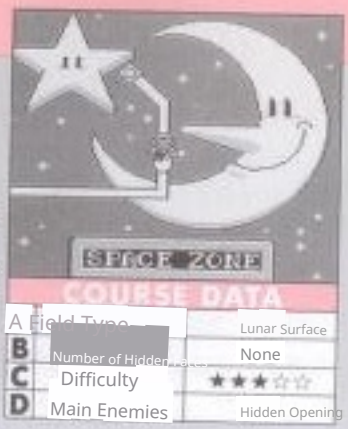
To get the two 1-UPs located in the lower left, you must first break the blocks with Fire.

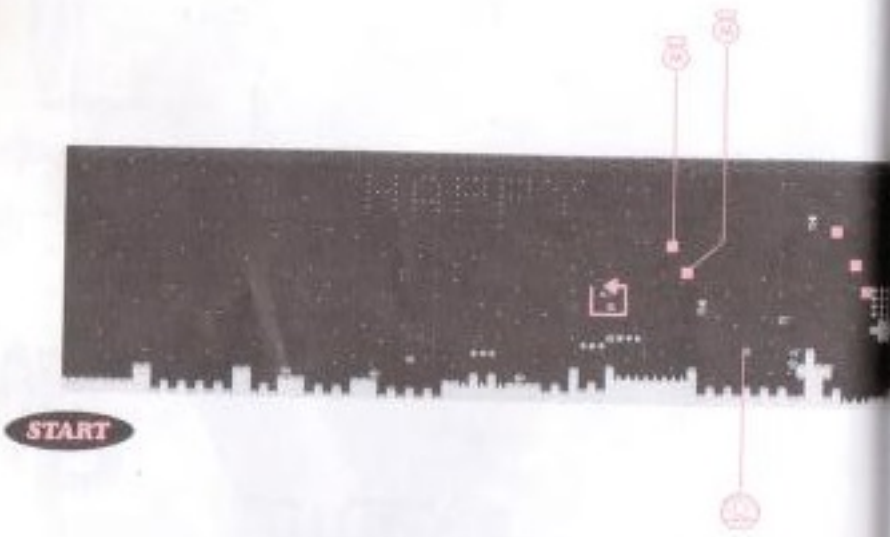


SPACE ZONE 1

Moon Course

Mario travels to space, and the stage finally reaches the moon world!! Experiencing his first space journey, Mario is now feeling very "HAPPY"!?



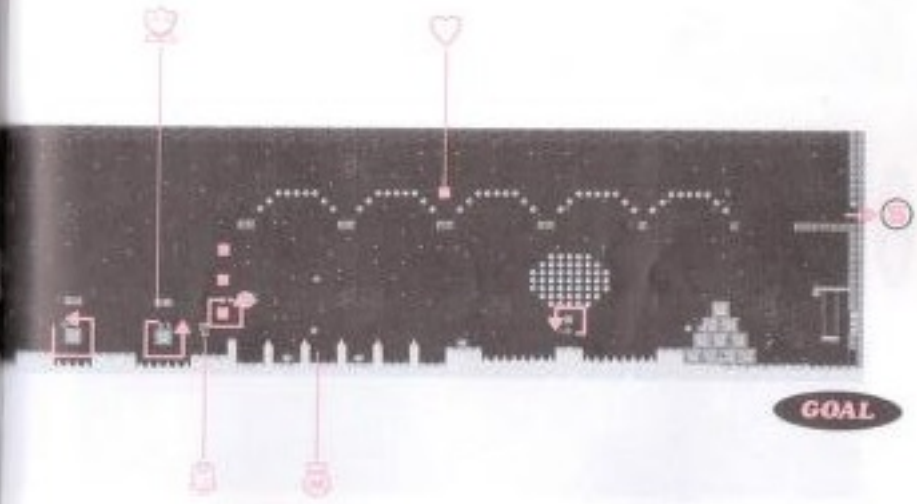


Bunny Mario's Glide Technique

A special course where [it] cannot be used.

On the Moon Course, Mario's movement during jumps is different from usual. Not only does his jump power increase by one block, but his movement also becomes very slow, so you'll likely struggle at first if you're not accustomed to the controls. Furthermore, the moon surface is covered in painful spikes that hurt if touched. Until you get used to it, it's best not to jump around carelessly.

↑ By using hidden blocks, there are also these kinds of secret routes. Let's check the map.



SPACE ZONE 2

STAR COURSE

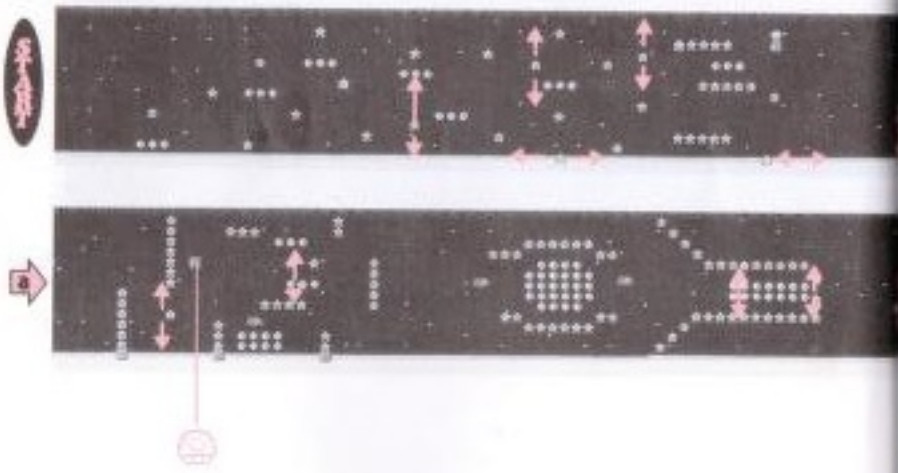
Soft and airy, weightless. While gazing at the sparkling stars, space journey.

Let's enjoy the journey. Fated rival g hidden face's grain.

(?) Rematch!

COURSE DATA

A	Field Type	Space Stage (Forced)
B	Items	None
C	Difficulty	★★★☆☆
D	Main Enemies	Stars



Beyond the stars

Let's go!

Since it's a forced scrolling stage, you want to avoid getting caught between blocks at the left edge of the screen at all costs. The trick is to move in the center of the screen, dodging stars up and down. Also, pay attention to the movement of the stars.

Boss Character Strategy Guide 2

Tatanga

Tatanga from the previous game, even in "2",

Tatanga's fireworks projectile

Lure it out to explode in the center (by keeping Mario positioned in the center of the screen), and step on it when it approaches. This way, you can defeat it.

If you make a mistake at the goal of the Soap Bubble Course,

The Space Zone can only be accessed from the Soap Bubble Course on Mount Hipopon, located northwest of Mario Land. However, be careful, as this course has a fake goal. If you enter the wrong goal, you will be sent to the location on the left.

Moon Course: Jump power up!!

Compared to the ground, Mario's movement changes considerably in the Moon Course. The most significant difference is his movement during jumps. Overall, Mario's actions become slow-motion, and his jump power increases by 1 block compared to normal.

Even with B Dash, you cannot pass through a 1-block gap.

The famous B Dash action in Mario (a technique where you hold down the B button and walk to dash). Normally, using this technique allowed you to run, ignoring gaps of blocks. This technique cannot be used in the Space Zone.

How to get to Secret Course 2 (P.100).
The entrance to the secret course is in the upper right of the Moon Course map. The key to reaching this entrance is to use the hidden blocks in the middle of the course as footholds to advance along the upper route.

MACRO ZONE

Macro Zone

Attic Course

Fireplace Course.

Flower Bed Course

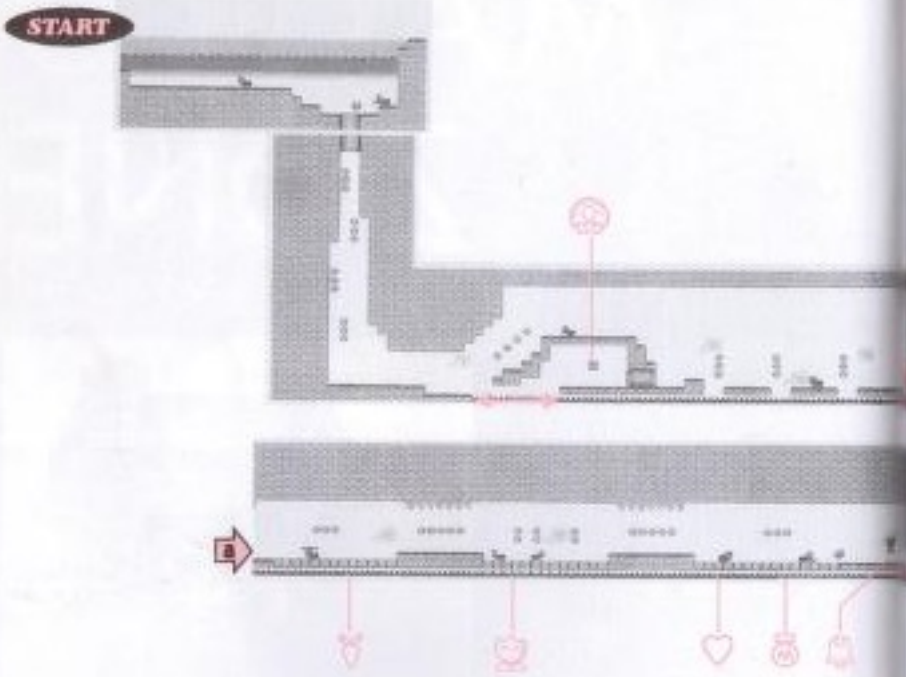
Manhole Course

Manhole Course

Drainpipes where sewage flows. Even familiar scenery becomes a completely different world for the shrunken Mario. Small

A tiny 'grand' adventure begins!

A	Field Type	One
B	Number of Hidden Faces	Dungeon
C	Difficulty	★★★☆☆
D	Main Enemies	Antotto

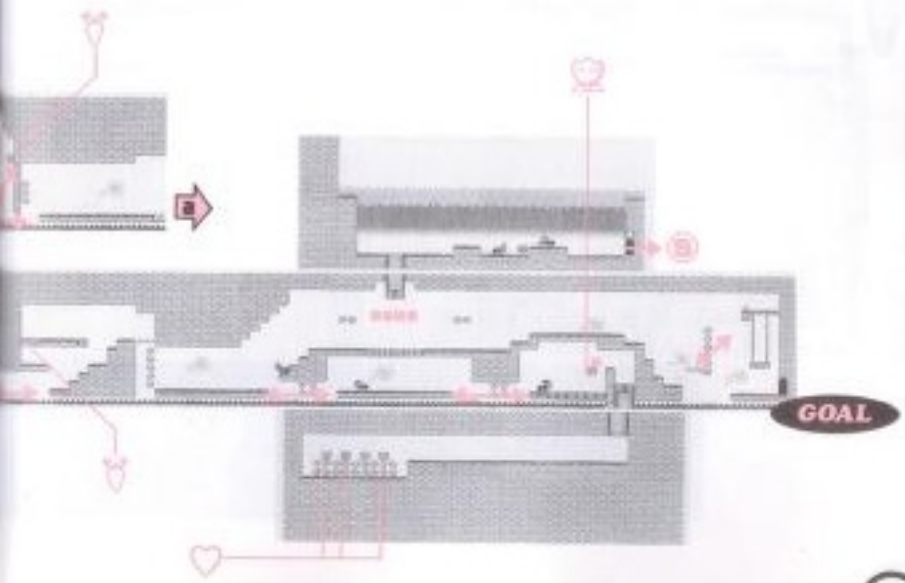


The dangerous sewers are...

Go Go with Bunny!

The key point of this course is when you move on the planks floating in the sewer. If Mario is big, there are several places he cannot pass without crouching. Just in case, it's also a good idea to become Bunny Mario, who can temporarily stop in mid-air. Also, be careful of Chikunto, who sprouts spikes when you try to stomp on them.

At Fire Mario's Fortress? Get on the block. B-Dash. You can go to the pipe with a hidden area.



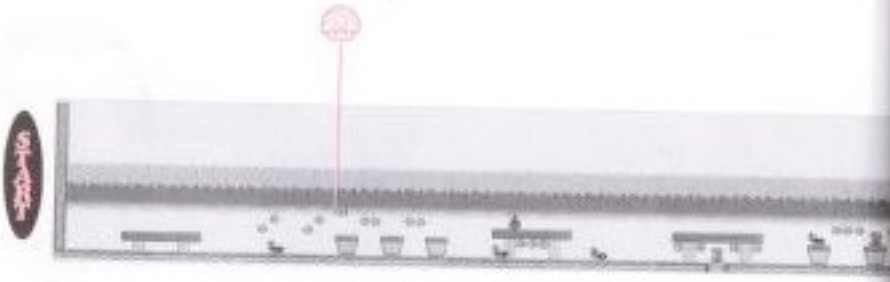
Flower Bed Course

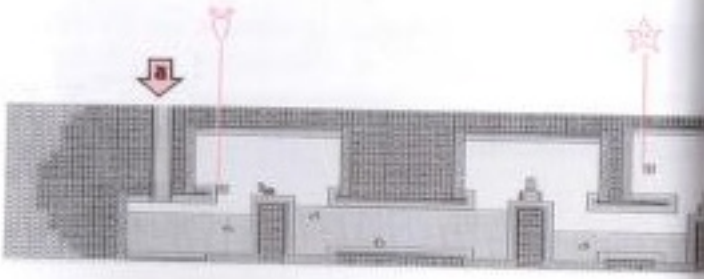
A single flower planted in the flower bed

Not just Fire Piranha Plant &

Piranha Plant. Who... who is cultivating A Field Type, Ground + Underwater?

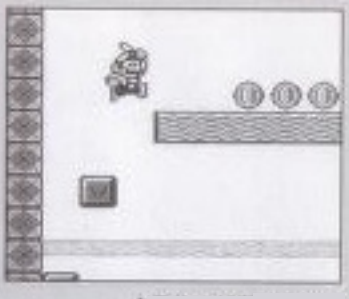
Who is cultivating these kinds of enemies?



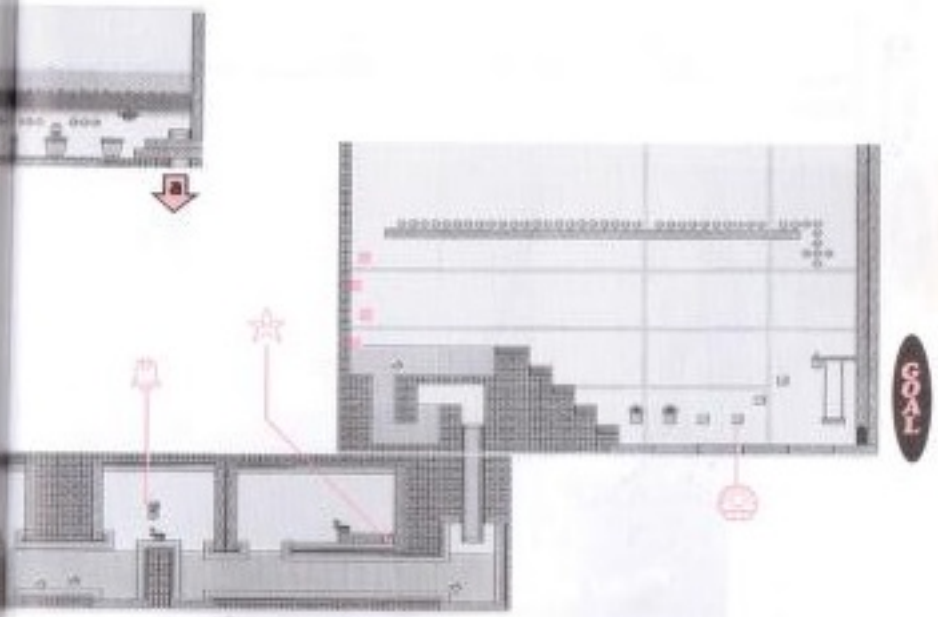


With Fire Mario, Fireball Attack!

This course, where Piranha Plants appear everywhere, is easiest to advance through with Fire Mario. This is because you can easily defeat Piranha Plants, and even in water, if you're using fire, you can advance rapidly. Characters that run away if you try to step on them, B. Fly can also be defeated with Fire.



† In the last room, there is a hidden route. This also seems like a place where a large amount of coins can be obtained.

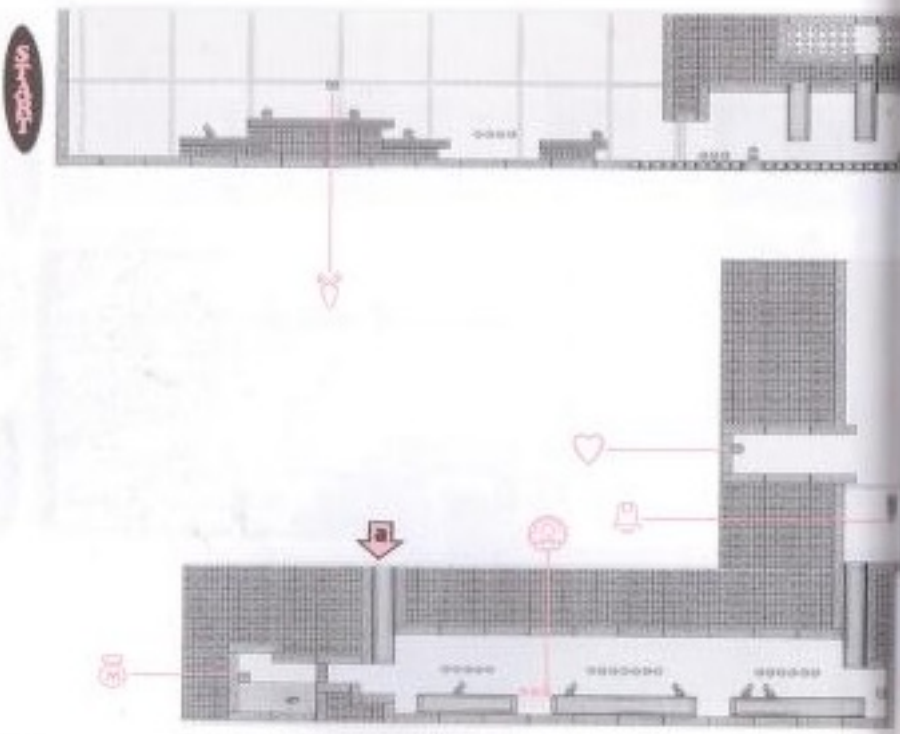


Fireplace Course

Koopa Troopas, Goombas, Piranha Plants. Familiar characters are all gathered in this course. Mario also seems somewhat happy?

COURSE DATA

A	Field Type	Dungeon
B	Number of Hidden Faces	None
C	Difficulty	★★☆☆☆
D	Main Enemies	Koopa Troopa



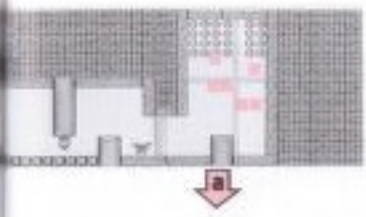
Set up within the map
See through various traps

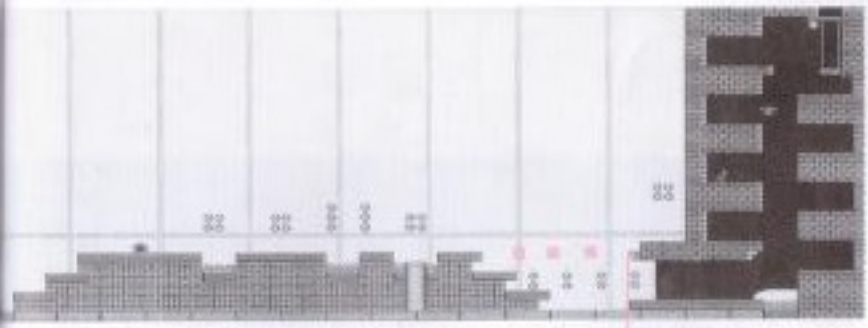
The arrow blocks, appearing for the first time, are dangerous traps. When Mario steps on them, he is rapidly swept in the direction the arrow points. In rooms with many Koopa Troopas, the safest route is to quickly pass through the three horizontal pipes. The hidden star at the end of the room

If you use it, you can even aim for consecutive boosts!

↑ Just before the goal, dash!
Dash and climb with a high jump. 着地先

There are also enemies sometimes.



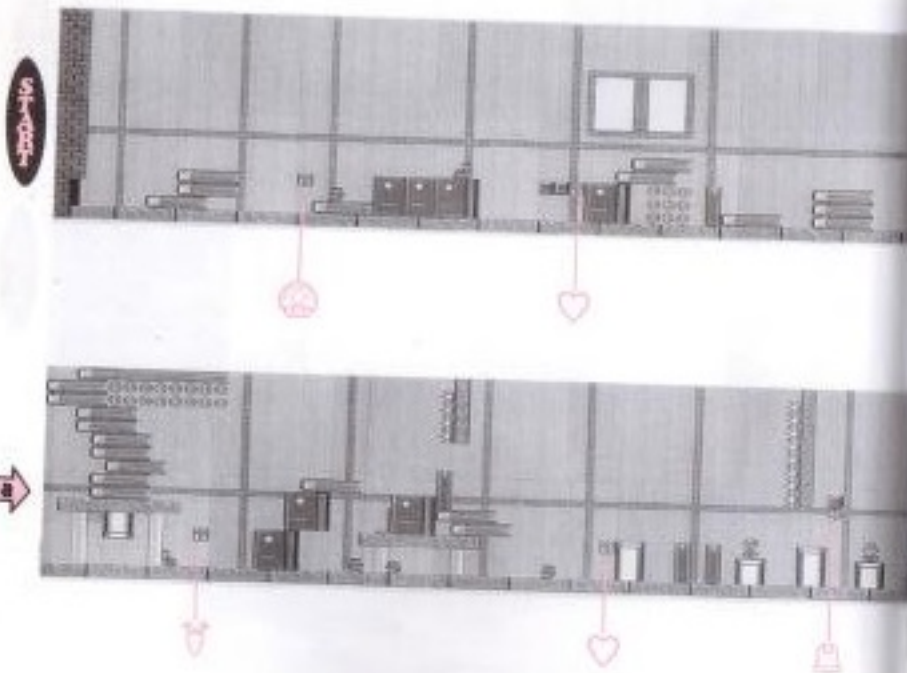


Attic Course

The usually quiet attic will have something happen when Mario arrives. The target gold coin lies beyond the pile of books stacked high!

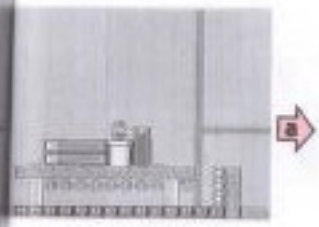
COURSE DATA

A	Field Type	Overworld
B	Hidden [illegible]	None
C	Difficulty	★★★★☆
D	Main [illegible]aracters	Cave



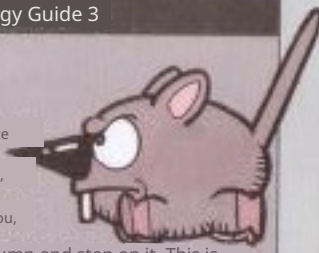
Heart Thief Where is Cave?

Moving floors (conveyor belts) require caution. Spikes are almost always waiting beyond them, so it's best not to move recklessly. Additionally, when performing aerial maneuvers as Panny Mario, check your surroundings carefully.



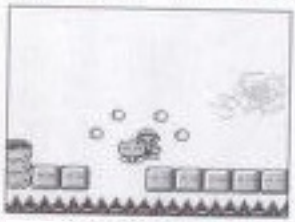
Boss Character Strategy Guide 3

Ricky



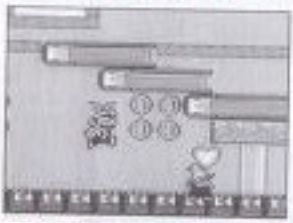
Move Mario to the opposite side of Ricky's appearance, and when it comes towards you, dodge it with a small jump and step on it. This is the basic attack pattern. Once it starts climbing the wall, it's safe to escape to the left side of the screen.

If you break the block below with a Spin Jump



If you press Down on the D-pad while jumping, Mario will start spinning. This is Mario's new technique, the Spin Jump. Using this Spin Jump, you can break blocks directly below. Some places also allow you to obtain items.

Reclaim the 1UP Heart from Keipu!



Enemy character that only appears in the Attic Course, Keipu. Keipu is an annoying enemy character that tries to snatch the 1UP Heart Mario produces. Since it's not an enemy that can be defeated by fire or stomping, remembering its appearance location and catching it early is the best approach.

You can take a shortcut by going through the secret course!

The secret course in Macro Zone has one major difference from other secret courses: by using it, you can fight the boss without having to clear the remaining three courses. Aim for the shortest clear!!

How to get to the secret course (P.100)

The entrance to the secret course is in the middle of the Manhole Course. The key point is to make four hidden blocks appear and then, as Fire Mario, break the blocks covering the foundation with this fire attack.

PUMPKIN ZONE

Pumpkin Zone

Witch's House Course

Haunted Mansion Course

Yokai Temple Course

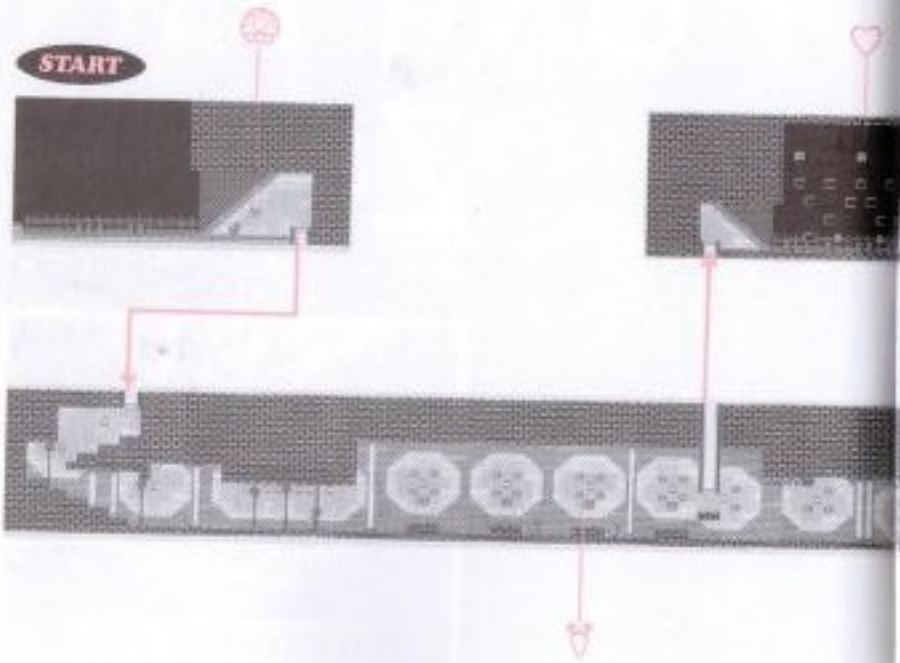
Bat Course

Bat Mansion Course

A Western-style mansion that stood there even before people started living in Mario Land. What is the true identity of the mansion's owner, who has lived there for hundreds of years?

COURSE DATA

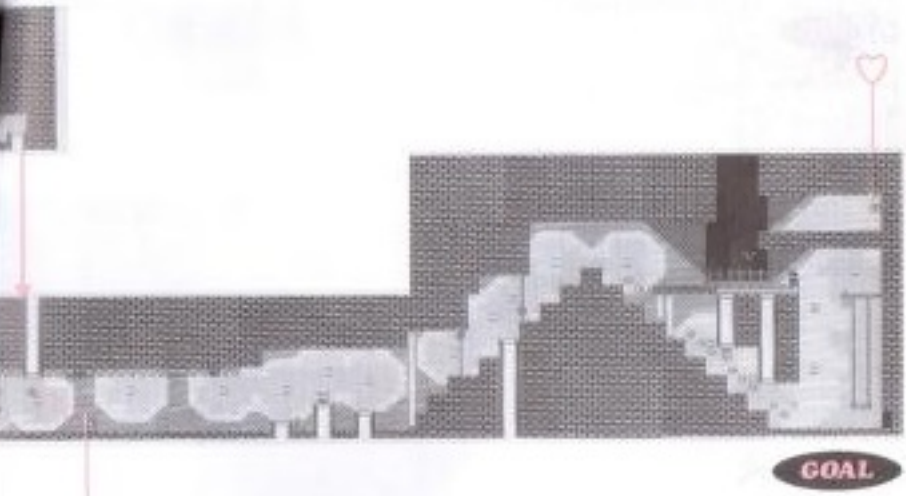
A	Field Type	Subterranean Surface
B	Number of Hidden Items	one
C	Difficulty	★★★☆☆
D	Main Enemy Characters	J. Son



The master of the mansion is cute,
that's the prevailing rumor.

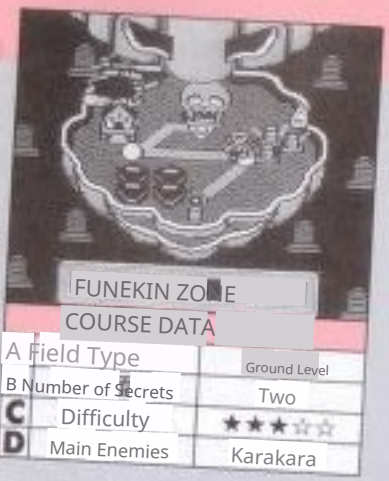
Defeat the masked J-son (rumored to actually be a Goomba), and enter inside by following the earth. From the middle of the course, the route splits into two. The upper route features flashing blocks and the nostalgic Boo, while the lower route introduces Spiny (Togekku). Boo, as always, will chase you if you show your back.

↑ Kurokyura in the course attacks by launching Mini-kyuras. Use a double jump to deal with them.



Yokai Temple Course

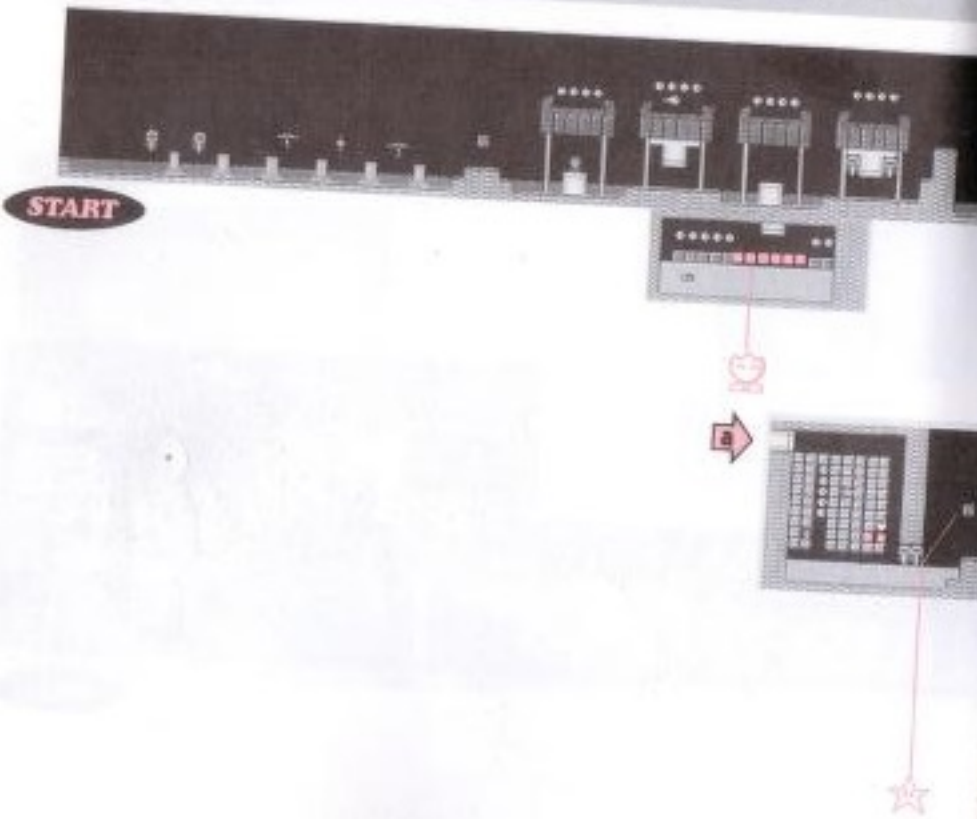
Whoosh-drip-drip-drip..... The Yokai Temple is an Oriental ghost-filled test of courage course. We Makes Mario a little nervous!?



FUNEKIN ZONE

COURSE DATA

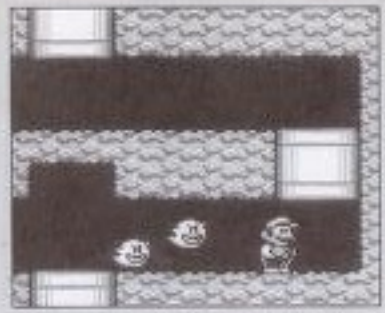
A	Field Type	Ground Level
B	Number of Secrets	Two
C	Difficulty	★★★☆☆
D	Main Enemies	Karakara



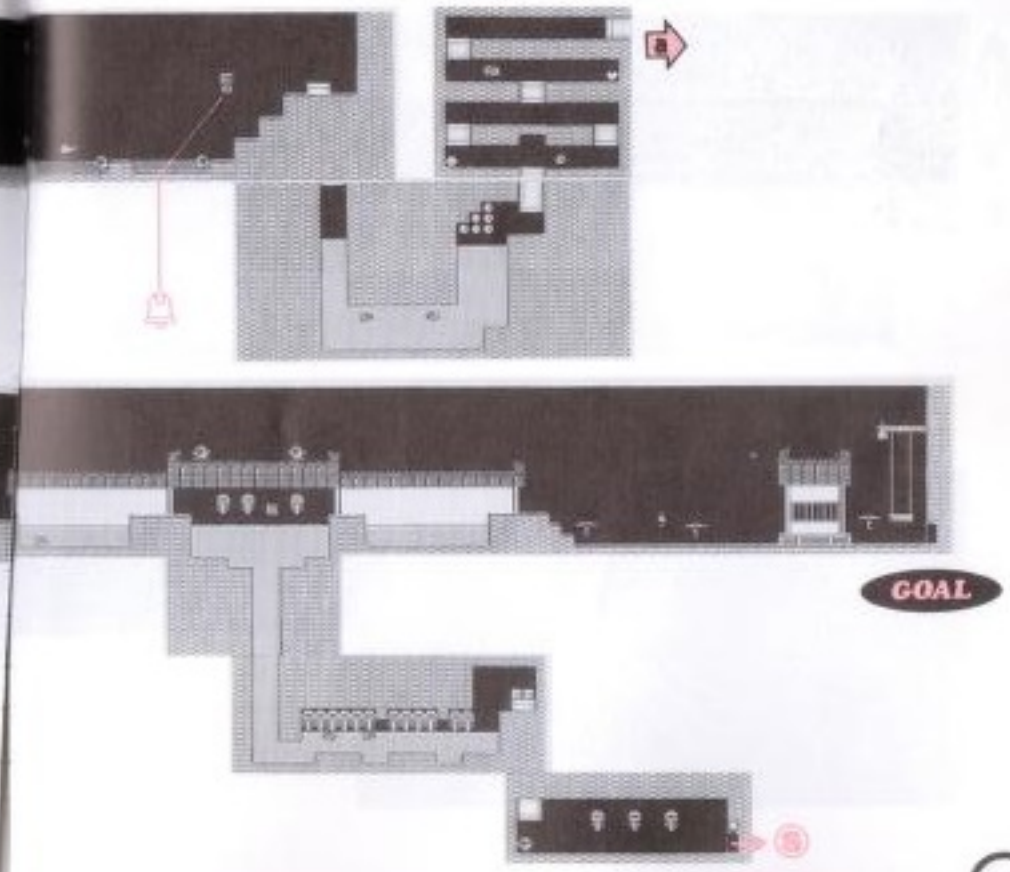
The temple's interior is full of mysteries.

There are also secret routes!

The ghosts appearing in the Yokai Temple are all troublesome characters for Mario. Especially the one-eyed imp Kyoro-ro, which descends while moving largely left and right; it's best not to try to defeat it by force when you are not Fire Mario. The 1UP in the latter half of the course can be easily obtained by hitting the blocks from the left.

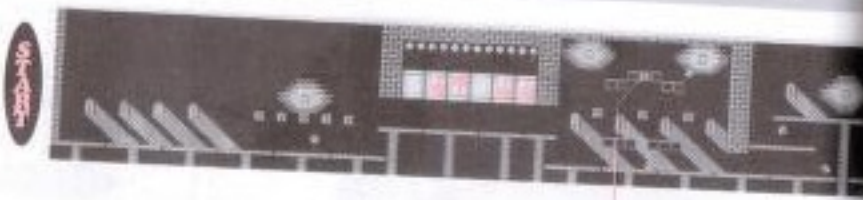


↑ If you're not careful with the Boos here, you'll get cornered. The trick is to proceed counter-clockwise.



Haunted Mansion Course

Shadows lurking in the darkness, a mysterious mansion built alone deep on an island far from human habitation. Unknown A dangerous enemy awaits Mario!

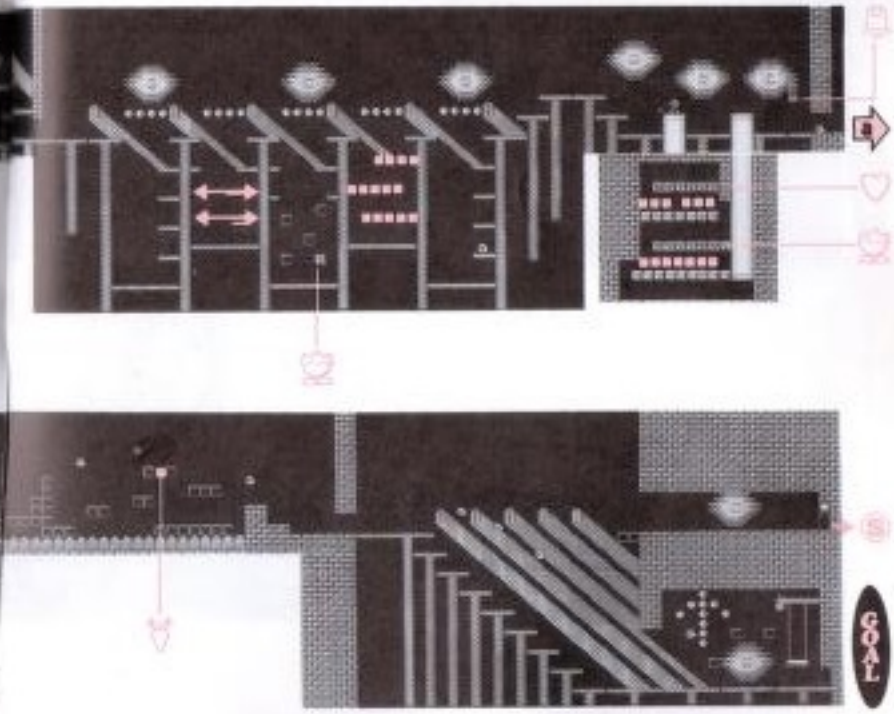


Inhabitant of the afterlife (?)
Meeting Telekuri-bo

The haunted mansion, which begins with surprisingly peaceful BGM, is home to shy Boos. In Mario Land, new residents have been added to this mansion. Ghostly Goomba

It's a Tere Goomba. It looks like it's swaying and moving, and it's a cute guy, but it's quite a formidable enemy, completely unaffected by stomping or fire.

For the blocks, make sure to firmly check your footing. Don't let the Boos block your path.



Witch's House Course

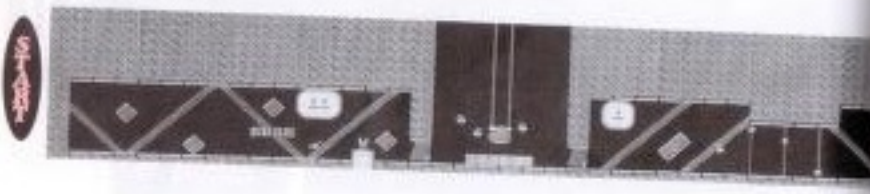
"Heh heh heh, so you've finally come ...have you?" reflected in the crystal ball.

Gazing at Mario, a defiant laugh. A field type. Dungeon

The witch appearing. Where are the gold coins!?

COURSE DATA

B	Number of Secrets	?
C	Difficulty	★★★☆☆
D	Main Characters	Pick



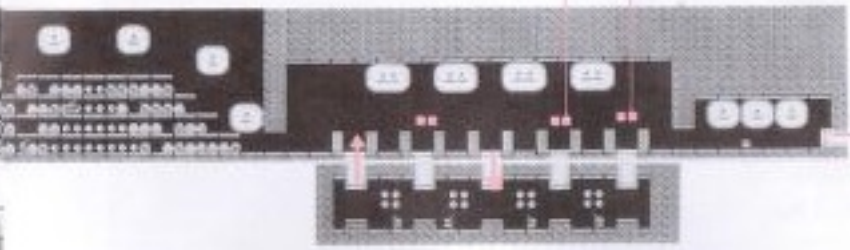
Don't be mesmerized by Rerere's dance!

In the Girl's House Course, luring the Teresa is also key. Let's not forget the basic pattern of keeping the Teresa close to Mario. Also, be careful of the Tosun Ball and Rerere's double attack.

Boss Character Strategy Guide 4

Sabarsa, who suddenly appears on either side of the screen and chants fire spells.

Be careful, as when this flame hits somewhere on a pot, the wooden lid will pop up. The moment Sabarsa appears, stomp on it with a jump.



Learn the trick to defeating Teresa.

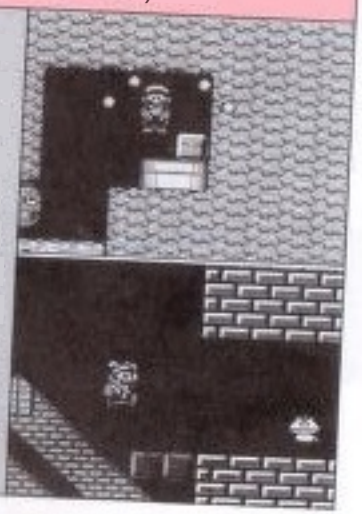
The Teresa that appears in the Pumpkin Zone is a peculiar enemy character that approaches when Mario shows its back. If you get cornered, you won't be able to escape, so let's learn luring techniques like luring Teresa to another place.

Land on an enemy with good timing for a double jump!

Pressing the A button to jump is a basic Mario action. Next, try stomping on an enemy while holding down the A button. If you stomp correctly, Mario will jump even higher. This is the double jump. Be sure to master it!

How to get to Secret Course 4.5 (P.100)

The Pumpkin Zone hides two secret courses. The first is Secret Course 4, which can be accessed from the Yojuji Course. You can reach it by using a Spin Jump to break the earthen barrier located deep within the pond where the entrance is prepared (this means it's not possible with Mario forms that cannot perform a Spin Jump, such as Bunny Mario or Normal Mario). The second is Secret Course 5, which can be accessed from the Haunted House Course. Similar to other secret courses, flying from the sky as Bunny Mario is an effective method for this one.



MARIO ZONE

Mario Zone

Gear Course

Barely, Clank. Of tinplate.

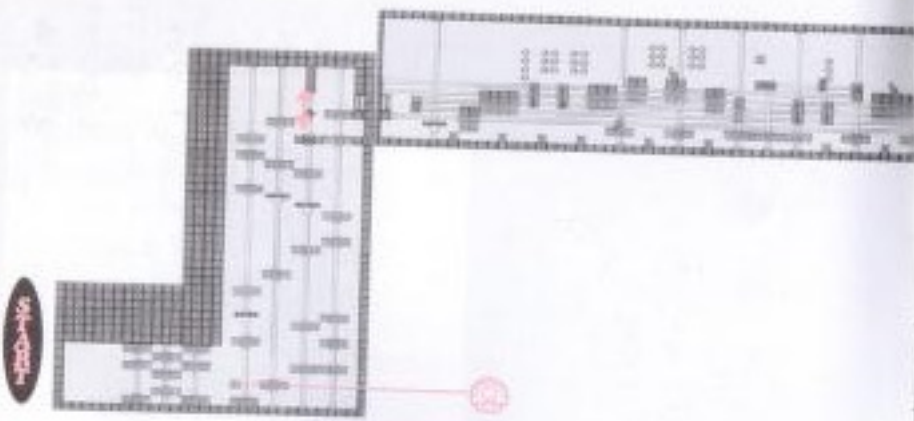
Inside the Mario doll, giant gear teeth

Gears and shafts continue to work unceasingly

continue. If caught between, it's game over!

COURSE DATA

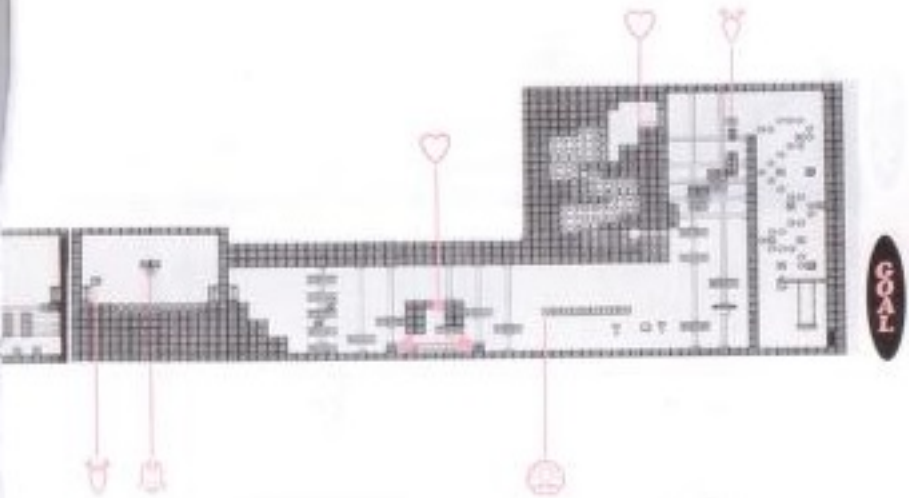
A	Field Type	Dungeon
B	Hidden Ground	None
C	Difficulty	★★★☆☆
D	Main Enemies	Piranha Plant



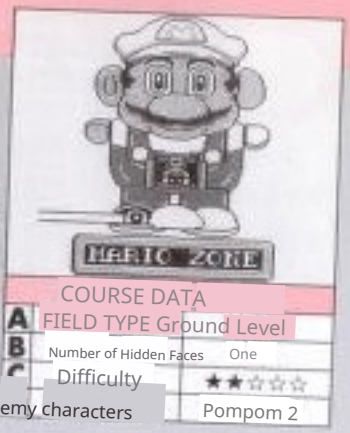
Danger and fun Adjacent Courses

As you can tell from the course name, the general flow here is to jump from gear to gear. What you should be careful about here is when you land on a rotating gear. When Mario lands here, he is pushed in the direction of rotation and eventually falls off the gear. To avoid falling to the ground, let's proceed along the upper route by jumping.

† If you reach the coin room before the goal while in the form of Fire Mario, you can enter inside.



Rubber Ball Course



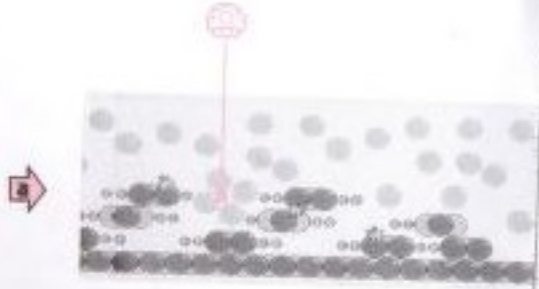
COURSE DATA

A FIELD TYPE	Ground Level
B Number of Hidden Faces	One
C Difficulty	★★☆☆☆
D Main enemy characters	Pompom 2

Rubber balls spread all over the floor. Mario's journey is finally reaching its midpoint.

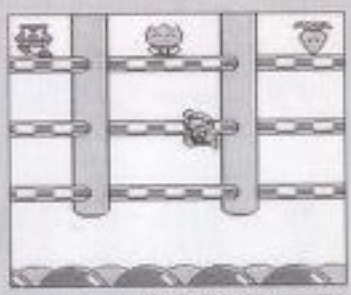
Around this point, the acrobat Mario...

How about showing off Mario's techniques?

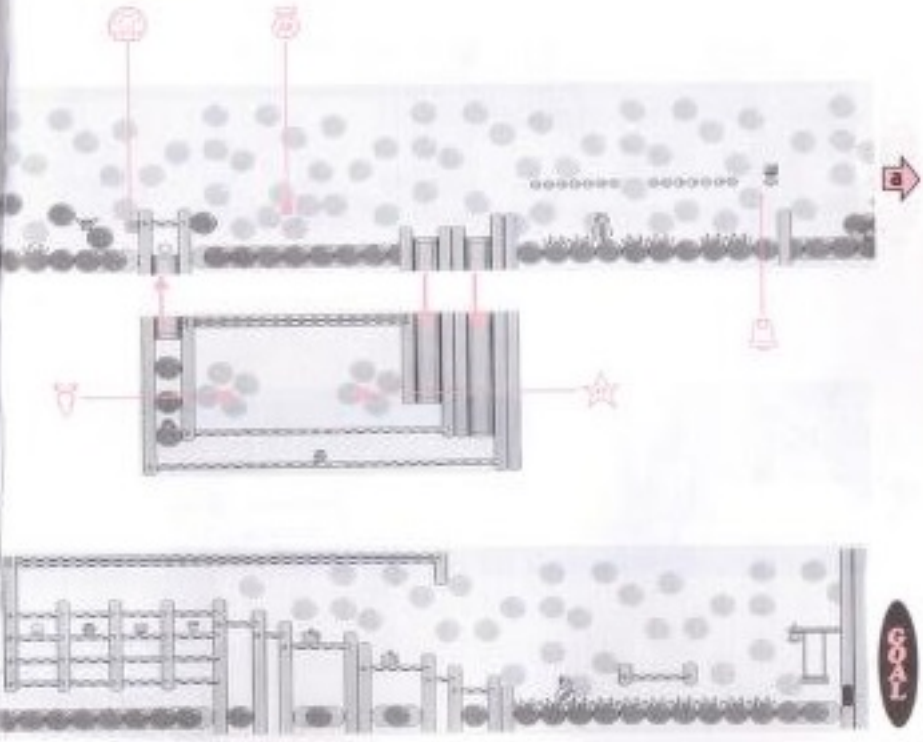


Roll forward with Mario riding the ball.

The Bom Bom will likely be an unexpected strong enemy on the rubber ball course. Since there are spiked rubber balls scattered across the floor, the footing is more unstable than it looks. It's an extremely difficult feat to avoid groups of Paragoombas and jump over the rubber balls floating in the air. Defeat the Tama-nori Boo and clear the spiky areas with ball-riding.



† There are 4 routes that go straight up. Remember which route leads to which power-up.

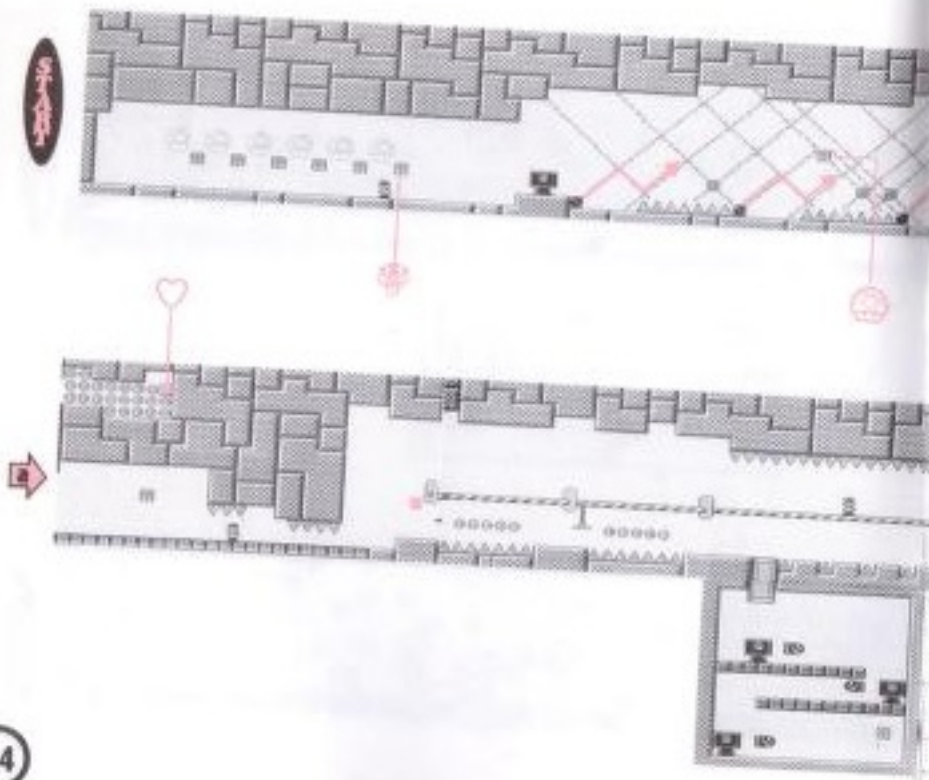


Crane Course

Mario is lifted up like a toy by a giant crane. Mu

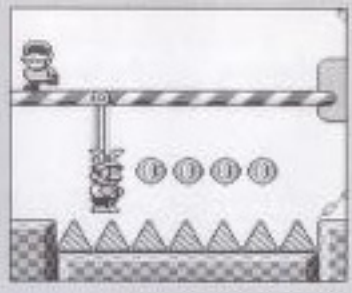
Can you evade the fierce attack of the Ki B Kakurechi no

Kazuラー fired from a number of turrets!?



Of the crane game
The Mario doll itself?

Piroron, who is hidden in Question Blocks, can be defeated by simply stomping on them, as long as you don't hit the ? Block from above with a Spin Jump. The issue is likely the continuous attacks of Bullet Bills fired from cannons. When riding the Escatama, Mario is in a state where he cannot move much. Dodging Bullet Bills here is a struggle.



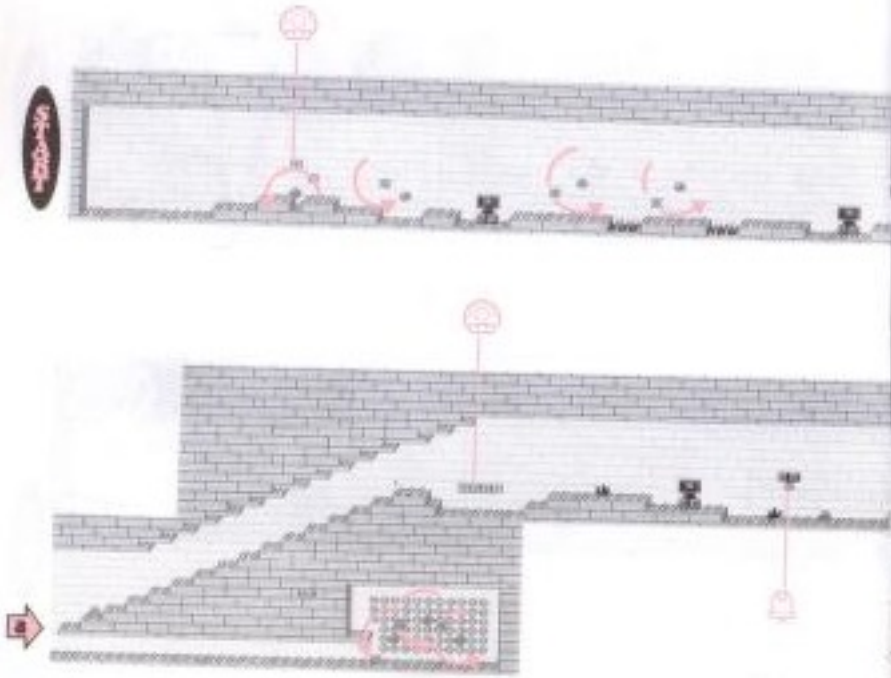
'While Mario is being held by the crane, don't move carelessly. You'll fall onto the spikes below.'

Block Course

The final stage of Mario Zone is a children's world assembled from toy blocks. What lies ahead... The three little pigs are waiting!

COURSE DATA

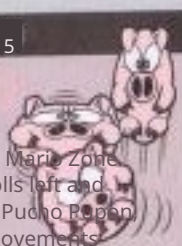
A	Field Type: Dungeon. Hidden Altar:	None.
B		
C	Difficulty	★★★☆☆
D	Main Characters	Guruguri



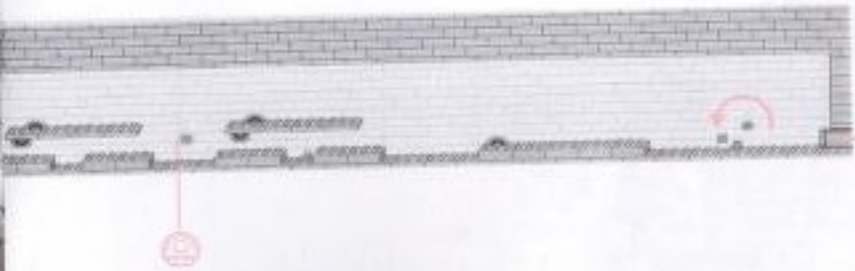
Giant Toy

Infiltrate!!

The first enemy, Guruguri, spins just above the ground, so Mario will get hit even when crouching. Move to chase Guruguri and dodge it. For Wakiri, dodge with a B Dash Jump.



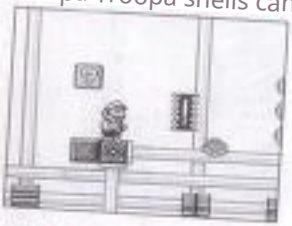
There are three bosses in Mario Zone. The youngest, Bu-ro, just rolls left and right, but when it becomes Pucho Pupon, its jumping up and down movements gradually become faster. Timing your stomps is everything!



The mid-level bell for emergencies – it's worth ringing.

In each course, there is always one mid-level bell. If you ring this bell, even if you make a mistake within this course, you can restart from the point where you rang the bell again. It's insurance for continuing your adventure, so ring it when you see it.

Koopa Troopa shells can even defeat Yashichi and Tatatenoko!!!



Even enemies that can't be defeated by stomping or fireballs.

Actually, there's a way to defeat them easily.

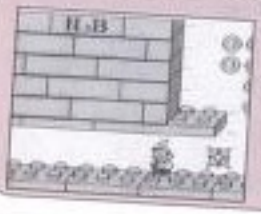
Once you've stomped a Koopa Troopa, pick up its shell (hold down the B button) and try hitting Yashichi with it.

Amazingly, you can defeat it in one hit!

Be careful of blocks that release Piroron.

Piroron, which appears in the Crane Course, is an enemy character hidden in blocks. The Spin Jump is a convenient technique that can hit blocks from above, but it might also pick up things you don't want. It's best to check the contents of the "?" blocks beforehand.

What does "N & B" in the Block Course mean?



There are no secret courses in the Mario Zone. So, here we'll introduce a little anecdote. While adventuring in the Block Course, did you notice there's only one block with "N & B" written on it? Actually, this is the product name of toy blocks that Nintendo released (released in 1970).

TURTLE ZONE

Turtle Zone

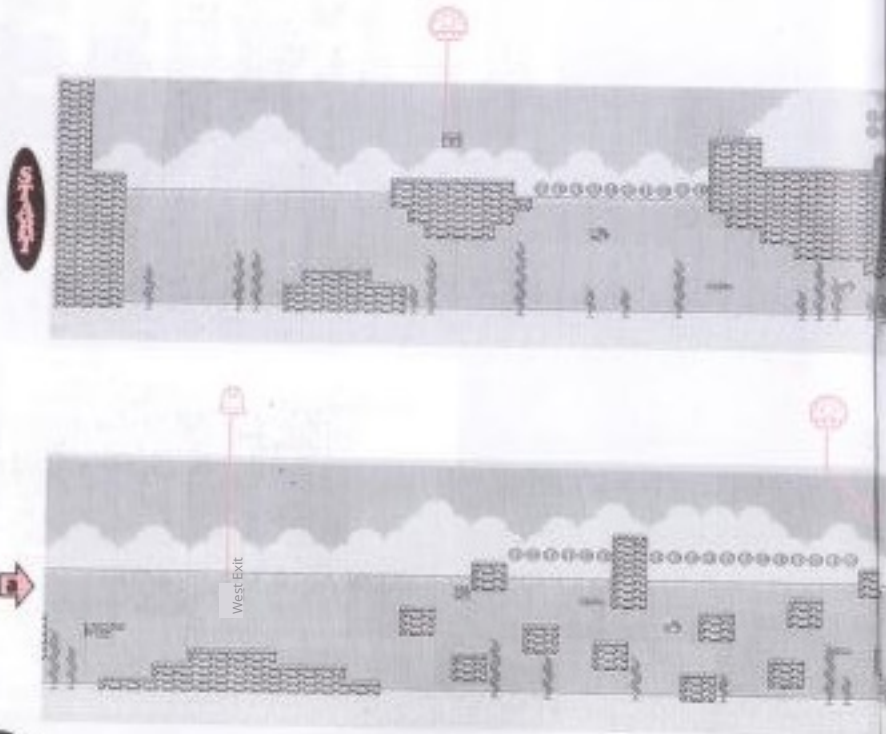
Water Zone

Sinking Ship Course

Whale Course

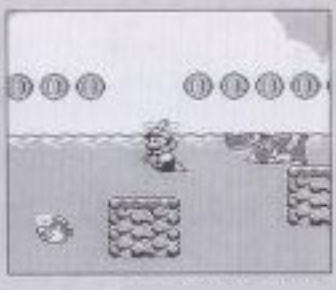
Pukupuku Course

Shallow waters of a small island in the southeast of Mario Land, where the Suku Suku dwell. Aqua Mario challenges a natural fortress protected by a Big Koopa Troopa!



Feeling like I'm already submerged.

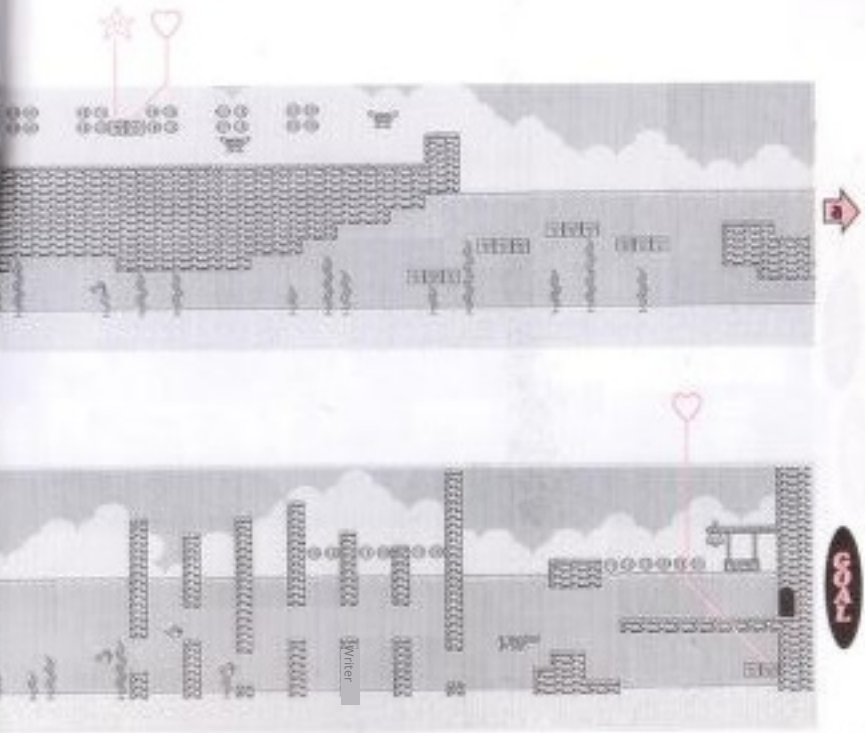
Let's enjoy underwater swimming.



The Turtle Zone, its... 舞台の mostly a unique area, which is in the sea ア。 Since stomping attacks are not possible underwater, you'll have no choice but to run away unless you're in Fire Mario form. In any case, first, let's get used to controlling Aqua Mario. With Bunny Mario, you can clear it just by flying in the air.

Cannot be defeated even い強敵 with Fire... Joe Mari

When [he] is there, [he] suddenly dashes towards you.



Sinking Ship Course

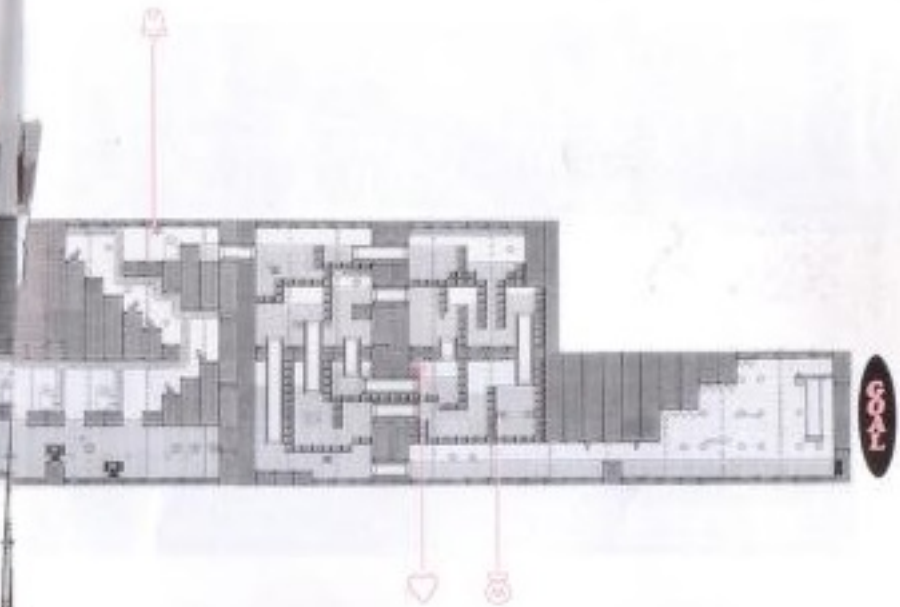
A sunken ship sleeping deep in the ocean depths. From inside the submarine, which is labyrinthine and full of traps, Mario... Will Mario be able to escape!? Main enemy characters

Mario Land's 1 and 2

A rough/challenging difficult course!

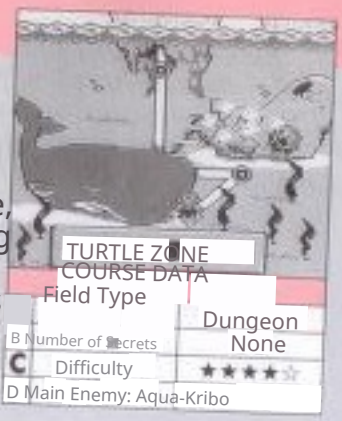
The enemy characters appearing in the sunken ship course are all strong foes like Joe, Honebone, and Uni-bo, against whom Fire (power-ups) are ineffective. Furthermore, because the inside of the course is also complex and winding, clearing it with the slow-moving Aqua Mario is quite difficult. The correct route is one-way. Let's also remember the appearance locations of Killers.

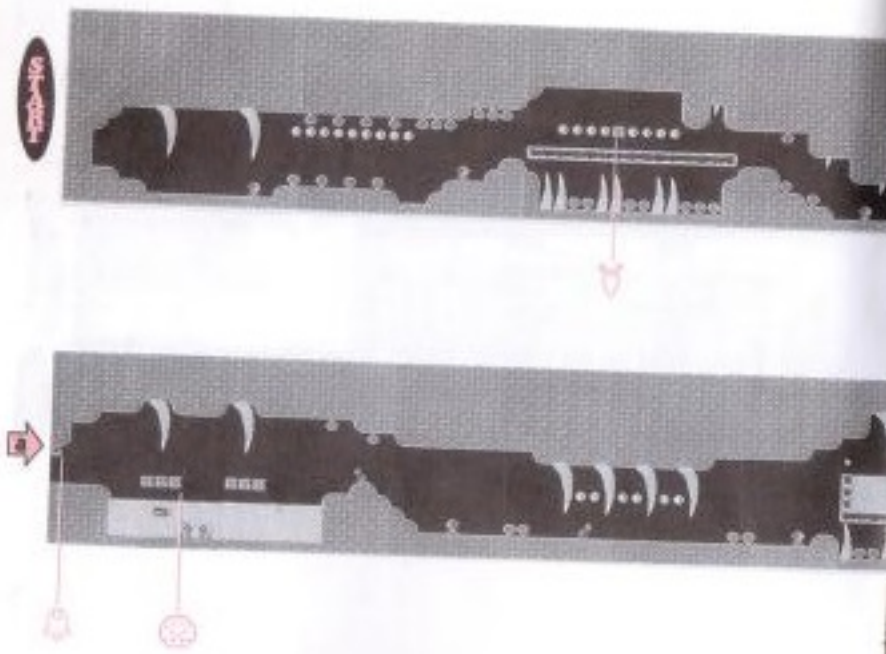
"The latter half of the course, suddenly from the wall... ...pass through immediately after the popping spears retract.



Whale Course

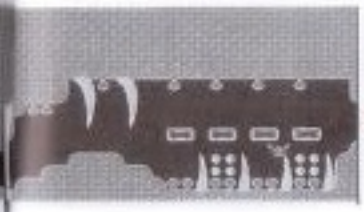
The final course of Turtle Zone, what is Mario's fate after being swallowed by a whale? Battle Paco & Poko for the gold coins A!!

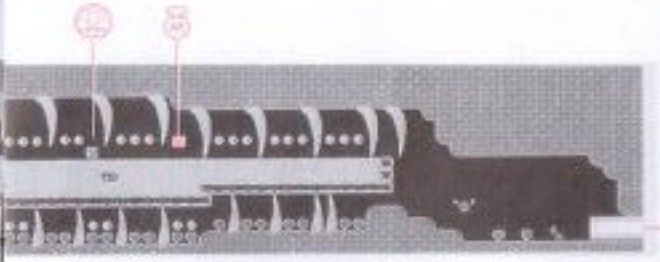




At first, Bunny, Later, Fire!!

A characteristic of this course is the whale's oil (?) section where Mario's movement becomes sluggish. Utilize this effectively and proceed without touching the bones. Beware of the popping bones found in the middle of the course.





Boss Character Strategy Guide 6

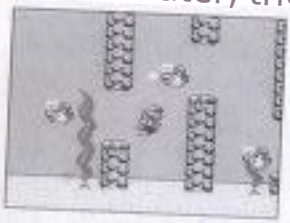
Hako & Hoko

Dodge the little octopus Boko with up and down movements, and attacking with Fire is the basic pattern. In other situations, approach while watching for Bako to descend to the bottom of the screen and stomp from above. That's it.

Aqua Mario's movements are completely different from on land.

Although not as much as Space Mario, controlling Mario in water is quite difficult until you get used to it. This is because, of course, you cannot use the dash, and you also cannot perform the stomp attack at all. In the water, let's focus on how to avoid enemy attacks.

In the water, the Fire Mario state is best.

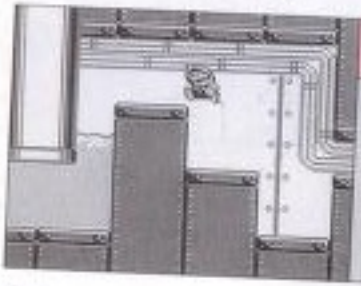


If you are Fire Mario, you can attack enemies even in the water.

you can attack. In other words, even Aqua Mario, who cannot perform a stomp attack, can manage if they just get a Fire Flower. Of course, don't forget that there are enemies you cannot defeat.

Traps set in the course. Remember the locations.

The Turtle Zone is set with a slightly higher difficulty compared to other zones. Especially the sunken ship course, the map is complex like a maze and full of various mechanisms and traps. Look at the course map and construct your own route.



How to get to Secret Course (P.100) The entrance to Secret Course 8 is a pipe located immediately to the upper right from the starting point of the sunken ship course. However, to enter this pipe, there are paths that Normal Mario cannot pass through, and it's quite difficult.

Many places are difficult to reach.

WARIO CASTLE

◆ Wario Castle

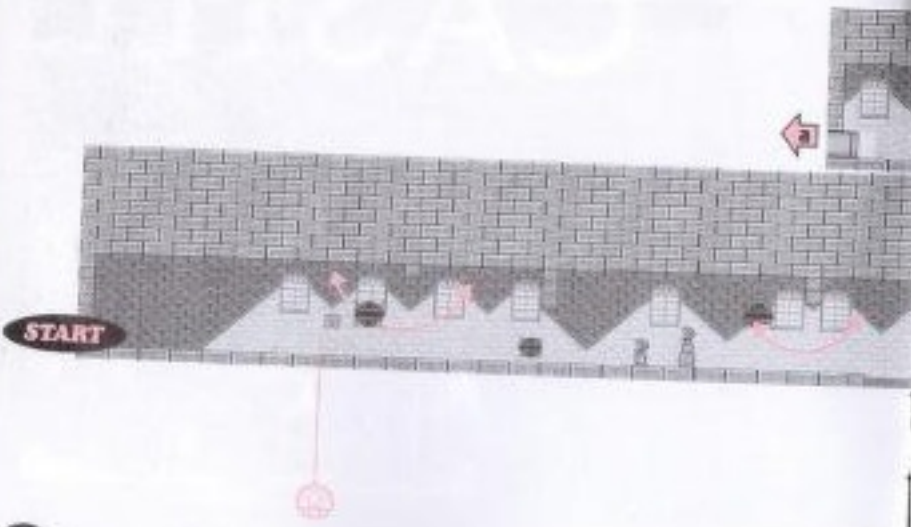
Inside Wario Castle

Gather all six gold coins, and...

...break the seal on Wario Castle's door.

Mario. The adventure's climax. Number of hidden stages.

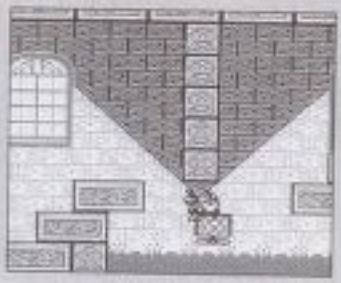
The time for the final battle has come!!



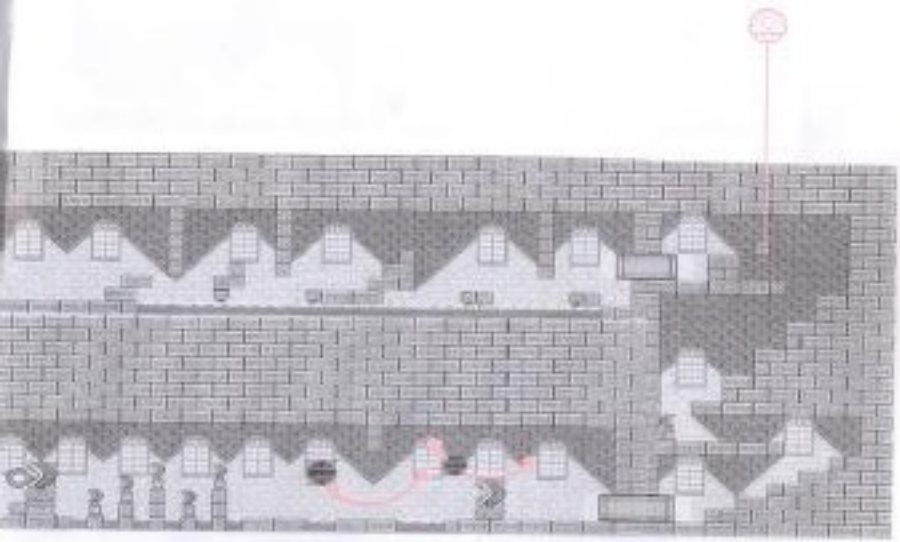
Jump & Dash!

The castle is full of dangers.

Wario's course is the longest in the game, with no mid-point bells. If you make even one mistake, you have to restart from the beginning, which is brutal. The key challenges in the first half involve dodging Lily, which swings back and forth, and the fireballs from large and small Fire Piranha Plants. Small jumps are effective.



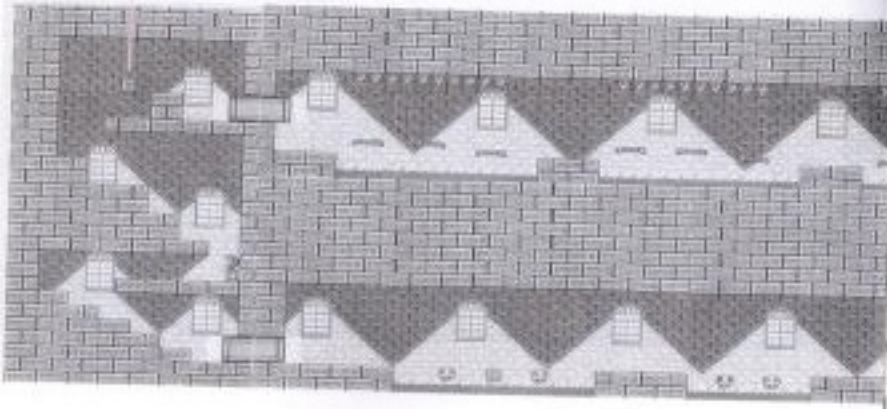
↑ The blocks that move left and right via propeller will cause Mario to fall into the lava if he doesn't crouch.



WARIO CASTLE

If you've come this far, you're just one step away from Wario's room. Mario VS Wario

Oh, who will be the one to laugh last!?

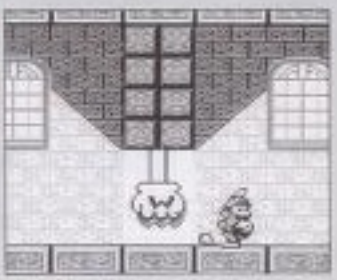


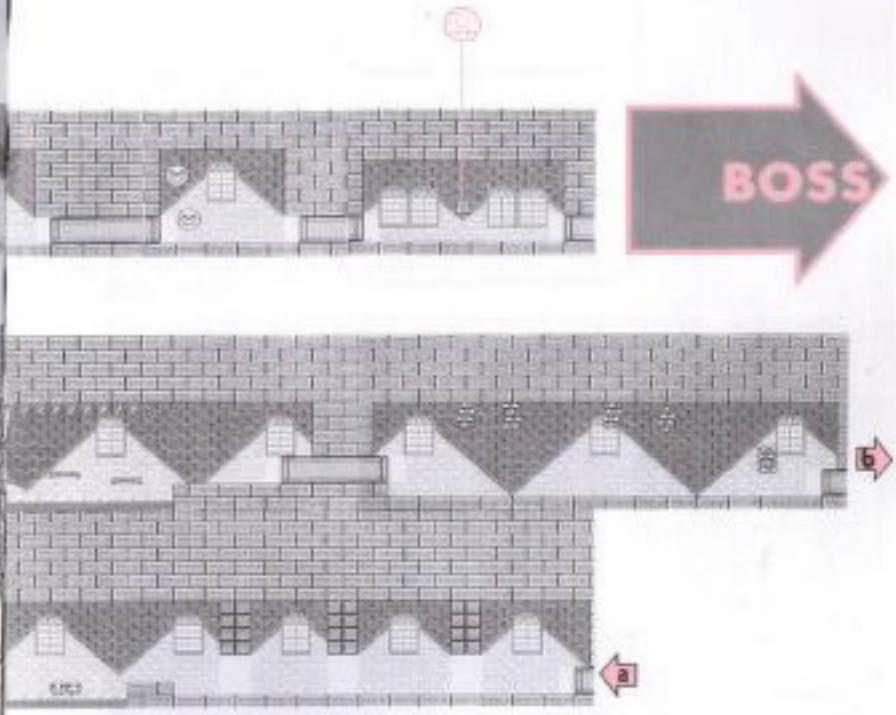
Also known as Wario Punch (?)

Genkotsu are a source of trouble.

A trap players are sure to fall into at least once inside the castle is the Genkotsu that suddenly emerges from the wall.

ツ。 3 The floor in front of the block is a hidden switch so it is best not to activate the trap.

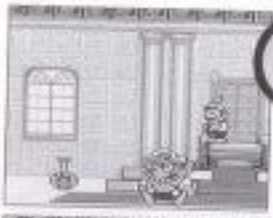




WARIO CASTLE

Transformed Wario Appears

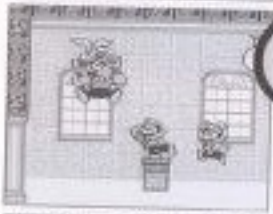
Finally, Mario has arrived at Wario's chamber. Can Mario defeat Wario, who transforms multiple times using Black Items!?



ワリオ

Wario's first attack is a jump attack. After Wario lands, timing is crucial, and fire attacks are ineffective.

If you pay attention to the earthquake that く頭を occurs, it's OK with just stomping 3 times.



バニーワリオ

The second battle is with Honey Wario, transformed by the Black Carrot

battle. Find the moment Wario lands. If you use the Mario statue, you can attack even when Wario is flying.

ファイアワリオ

The final battle is Fire Wario. After shooting one fire, Mario

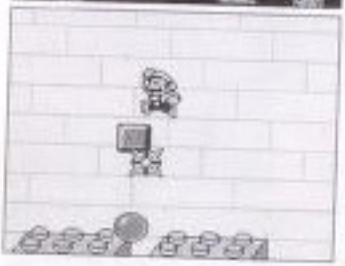
Wario's attack pattern is to dash towards Mario. Jump over the fire with a high jump.

And peace descends upon Mario's castle. Mario, having punished Wario, finally took back his castle. But it is unlikely that Wario has been defeated by this. Perhaps someday again, there may be a day when he fights Wario...

SUPER TECHNIQUES

Secret Techniques & Secret Courses

Technique Data Revealed!



Mario's Actions

Still going strong in '2' as well.

In the Mario series, most operations can be performed using just the + button and the two buttons. Of course, this '2' also firmly inherits the operability that can be called the tradition (?) of Mario action. When there are obstacles on the ceiling, press the A button lightly for a small jump. When you want to extend air time, hold down the A button for a big jump. If you understand that height can be adjusted even with the same jump, Mario's moves should gain more variety. The combination with the B button dash is also importa[illegible]

Principle

New techniques like Bunny Mario and Spin Jump have also been added.

Based on the fundamentals of Mario action, what we want you to remember are the special controls of '2'. Especially, the technique of slow falling by pressing the A button while jumping in the Bunny Mario state (if pressed repeatedly, it falls even slower), and the technique of continuous jumping by holding down the A button, are must-master skills. Also, applied techniques such as High Jump with the button + Up, and Spin Jump with the + button + Down during a jump, can be called essential techniques. If you cannot master these, [illegible]ou cannot savor the true pleasure of '2'.

Introducing the Mario series staple, consecutive 1-UPs.

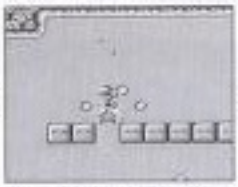
Further extending invincible time with consecutive star usage.

While being invincible for a certain period after getting a star, if you defeat enemies consecutively, from the 5th enemy onwards, all will result in Mario getting a 1-UP.

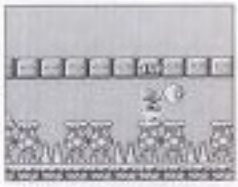
What was devised to make this invincible time as long as possible by consecutively obtaining stars are the techniques for the two courses below.

Beehive Course

Become invincible with the star from the hidden stage.

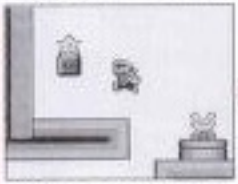


Hidden star with spin.

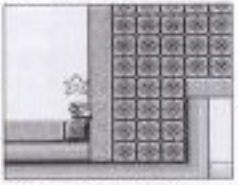


最高1UPする連続ワザだ。

Flower Bed Course



First, get a star here.



Hurry to this place...

Maximum SP confirmed.

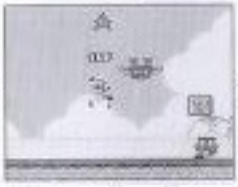
There are also 1UP tricks utilizing special bonuses.

A luxurious 1UP after defeating as many as 100 enemies.

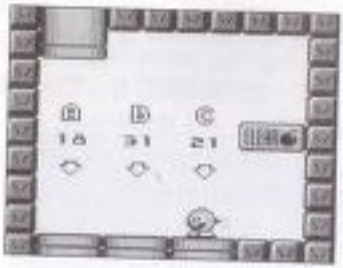
When the count of defeated enemies reaches 100, a chime sounds and a star falls from the sky. Try to skillfully use this bonus to extend your invincibility time. The Observatory Course is the best spot for this. In other courses, there are also points where you can get a maximum of 12UP (1).

Observation Deck Course

First, obtain the hidden star.



Collect 10 (items/units) inside. With this, you'll get a maximum UP!



The maximum value for save data is a total of '31'!!

The three save data slots you choose when starting the game. The numbers displayed here indicate the number of courses you have cleared so far. Let's completely conquer all courses!

Revealing the Rules of Power-Up Items!!

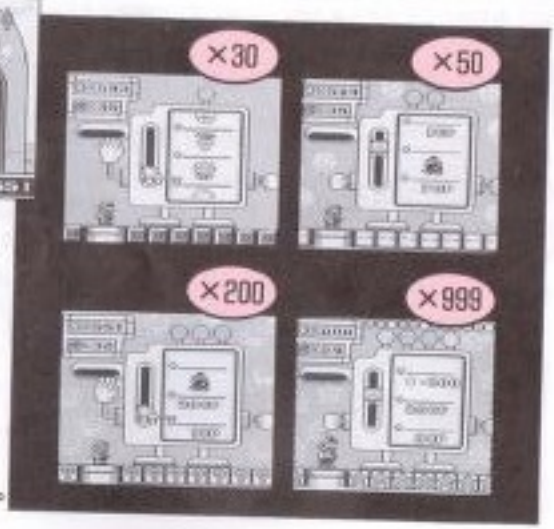
The power-up rules of '2' are a little different from other Marios. When Fire Mario picks up a mushroom, there are times when he 'powers down' to Super Mario. Please be careful.

[Challenge the Slot Game When You've Saved Up Coins!!]

In previous Marios, it was a system where saving up 100 coins gave you a 1UP. This time, coins are dedicated to the slot game. Co

depending on the coin rate

changes (Max UP)



After clearing the secret course,
Changing Zone Map

Secret courses are hidden in each area. When you clear these secret courses and return to the area map... something should have changed on the area map screen. I've put the final zone map screen below. Let's compare it with your zone map screen.

TREE ZONE
花が咲きみだれ、全体に華やかな感じ。
SPACE ZONE
お月さまに流れ星が激突。痛そう……。
MACRO ZONE
Entry to courses with boss characters.
PUMPKIN ZONE
From here, a "Telerri" (likely a specific enemy or event) will appear out
MARIO ZONE
The secret courses involve changes in the figures.
TURTLE ZONE
What was previously aligned has now been revealed.

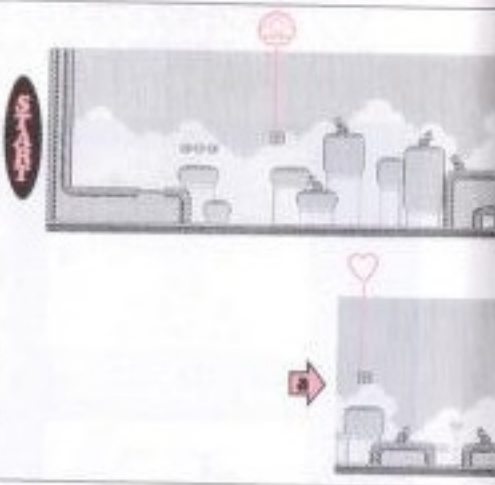
Hidden in Mario Land
Introducing All Secret Courses!!

TREE ZONE

Secret Course 1

COURSE DATA	
A. Field Type	Overworld
B. Number of Hidden Areas	None
C Difficulty	★★☆☆☆
D Main enemy character: Koopa Troopa.	

A course that comes from the Tree Course (P32). Here, if you throw Koopa Troopas and chase them with a dash, you can defeat other Koopa Troopas all at once. However, even if you defeat them collectively, it doesn't result in a continuous T UP.

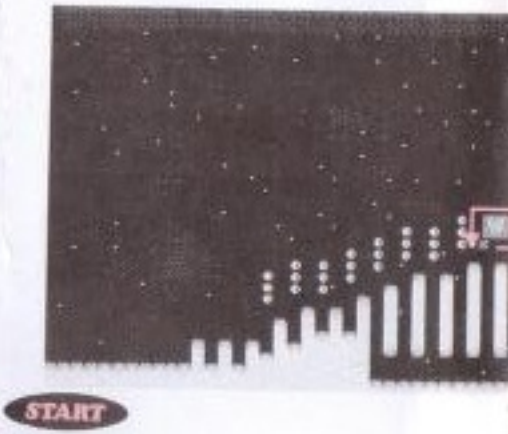


SPACE ZONE

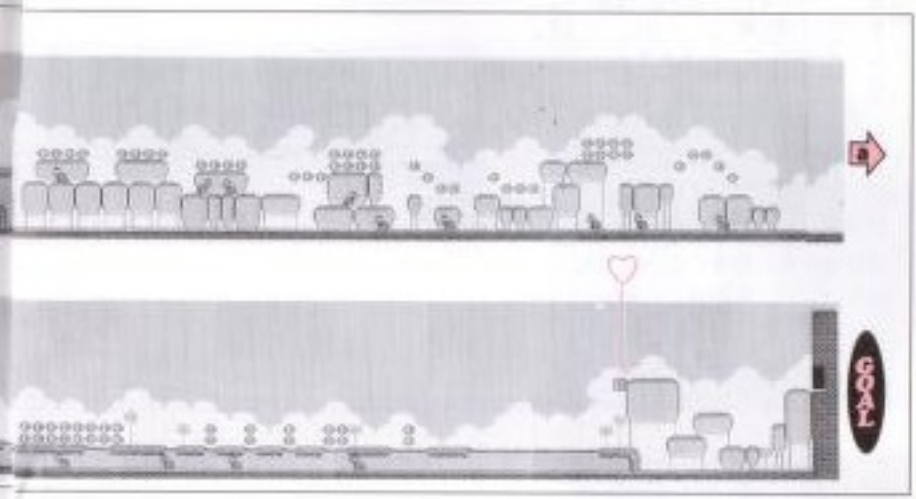
Secret Course 2

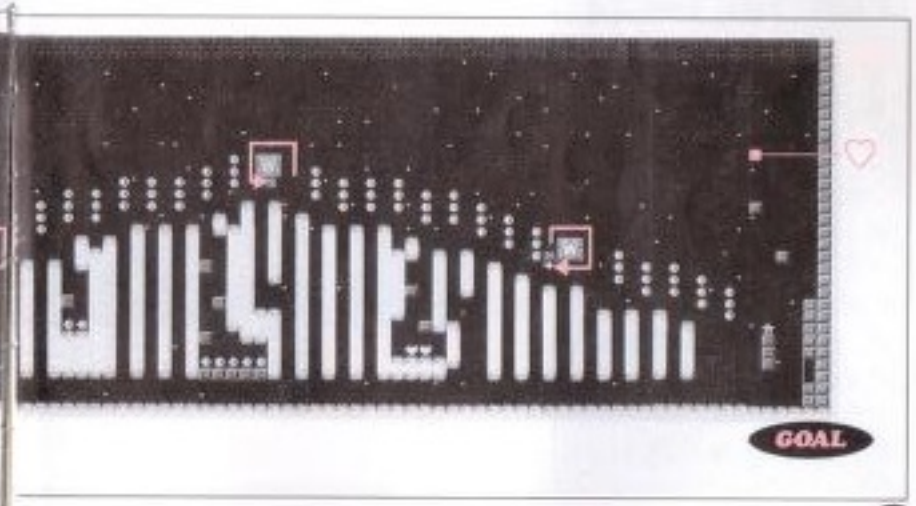
COURSE DATA	
A Field Type B.	Overworld
Number of Hidden Elements.	None
C Difficulty	★☆☆☆☆
D Main Characters	ポン

A course accessed from Moon Course (P44). Commonly known as a bonus stage. Here, it's best to clear it by taking the upper route filled with coins. If you can also grab the hidden 1UP before the goal, it's perfect!



Congratulations on defeating Wario and reaching the ending! In this Mario Land, many more secrets are still hidden. Another goal marked with a [symbol] awaits. An unknown world awaits you and Mario!!





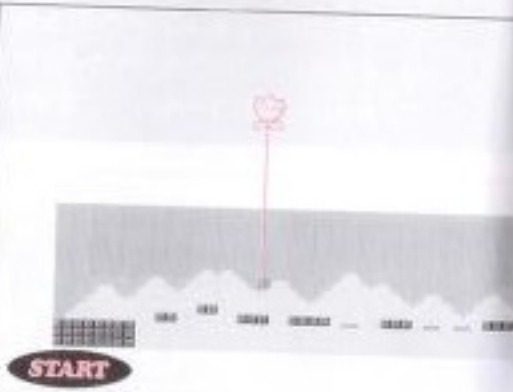
MACRO ZONE

Secret Course 3

COURSE DATA

A Field Type: Aerial Stage (Forced)	
B Number of Secrets	None
C Difficulty	★★★★☆
D Main Characters	None

A shortcut course accessed from Manhole Course (-P50). The key here is how to collect coins surrounded by blocks. In the section where you break blocks with Spin Dash, move Mario to the right side of the screen; if you don't Spin Dash early, you'll get caught in the forced scroll.



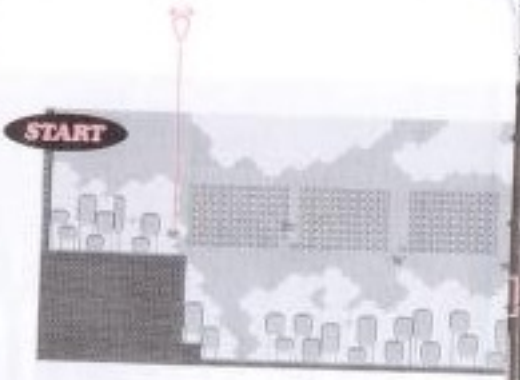
PUMPKIN ZONE

Secret Course 4

COURSE DATA

A Field Type	Overworld
B Hidden Stage	なし
C Difficulty	★★☆☆☆

D. A course accessed from Paragoomba Yokai Temple Course (P). As soon as you start, become Pani Mario and try to grab all the coins on the right side. There are over 400 coins. Before entering the goal in the center of the screen, first take the star on the far right. Defeat a Goomba while returning to get a 1UP.



GOAL

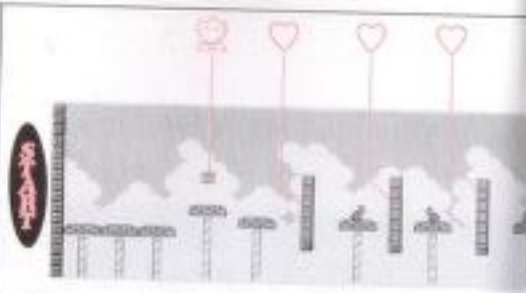
GOAL

MARIO ZONE

Secret Course 5

COURSE DATA	
A Field Type	Aerial Stage
B Number of secrets	None
C Difficulty	★★★★☆
D Main Enemy Characters	Koopa Troopa

The course coming from the Haunted House Course (P64) is full of blocks that can be broken with Fire. Here, 8 UP Hearts are hidden, so it's best to remember their locations and collect them all. The footing is quite unstable, so proceed carefully while jumping.

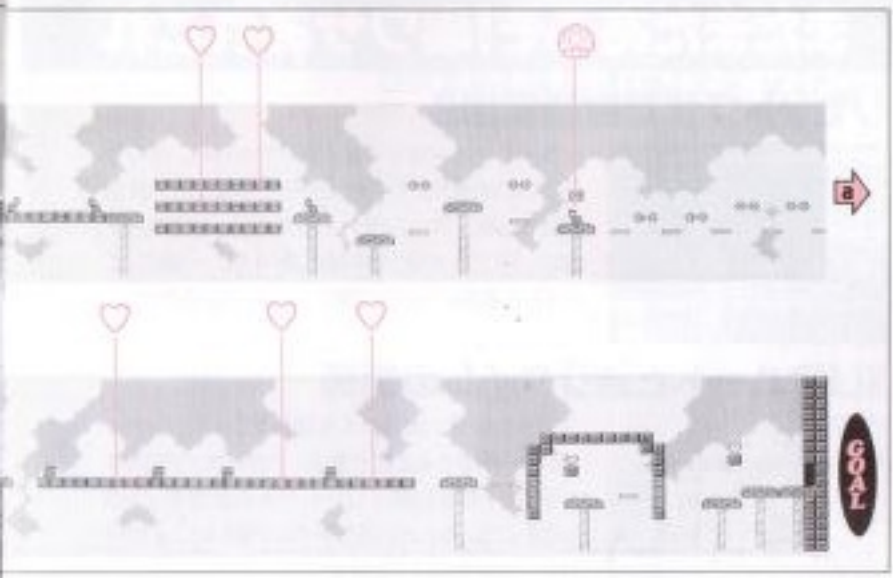


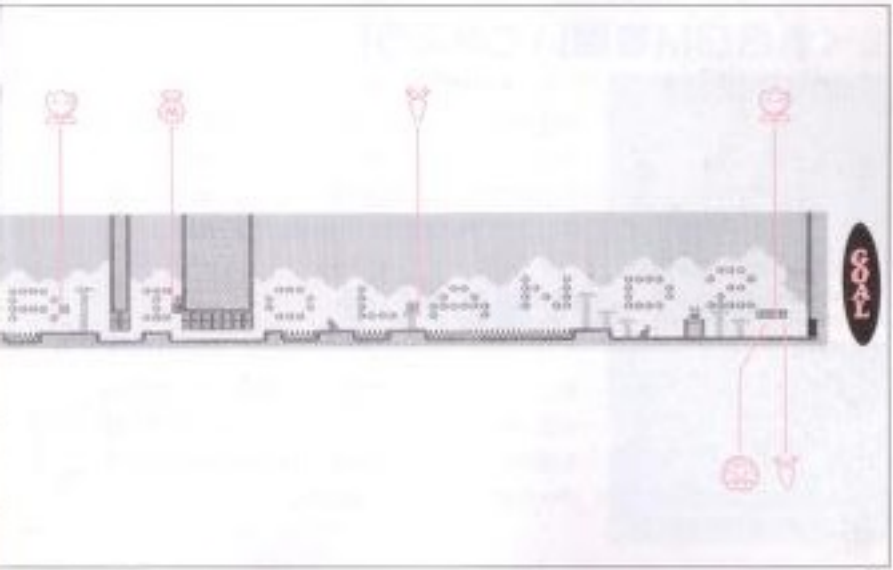
TURTLE ZONE

Secret Course 6

COURSE DATA	
A Field Type	Overworld
B Number of Secrets	None
C Difficulty	★★☆☆☆
D Main Enemy Character: Koopa	

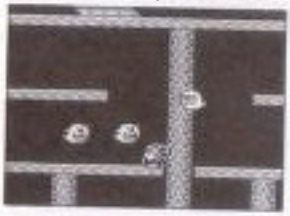
The course coming from the Submarine Course (→P103). Here too, the basic approach is to break blocks with Spin Dash as you advance. Apart from the spikes on the ground, there aren't many tricky traps. For those who noticed the developer's message, change the 'W' to an 'M'.


GOAL


GOAL

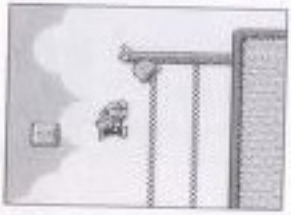
More to come! All sorts of hidden tricks!

Forced Escape with the Reset Trick!!



This is a secret trick unique to the Game Boy. When you're cornered or find yourself in a situation where you want to restart from the beginning, press the Game Boy's A, B, START, and SELECT buttons simultaneously. You can instantly return to the title screen and restart.

The Relationship Between 3-Up Hearts and Remaining Time



When you ring the bell near the goal, there are times when you can perform a Mario Catcher. At this time, if it's Mario Catcher, try checking the number of 3-Up Hearts. Surprisingly, the more remaining time you have, the more 3-Up Hearts you'll get.

Let's Try Listening to the Hidden BGM!

You can see this when Mario's remaining count reaches zero: the Game Over screen. If you leave this screen unattended for a while, you can hear the hidden BGM for a moment (after approximately 154 seconds). It's a rather silly-sounding BGM, so we'd like you to listen to it once.

Teresa Dancing in the Pumpkin Zone

When you clear a secret course in the Pumpkin Zone, the zone map changes and the screen fills with Teresas (P.100). At this time, try observing the Teresas closely. Surprisingly, the Teresas are dancing to the BGM.

SPECIAL INTERVIEW

Developer Interview

Now Revealed

ワリオ誕生秘話

Development Staff INTERVIEW.

A little scary, yet endearing.

Wario, the newly introduced enemy character.

How was he born?

The development that created 'Land 2'

A direct interview about the staff's secret stories!

—— Please start with a self-introduction.

I am Kiyotake, the director responsible for game design. Before working on 'Mario Land 2', I participated in 'Metroid 2'. Prior to that, I was involved in 'Dr. Mario' and other titles.

Harada: I am Harada, the main programmer. Also, although they are not here today, there are two other programmers, Yamakatsu and Yuzuru Ogawa. Before this project, I was also with Kiyotake on "Metroid 2" and "Dr. Mario".

Hosokawa

one and a half years of joining the company, seriously...

This is the first time I've had the opportunity to make a game.

I initially joined to help with character design, but in the end, I sort of became a half-director.

chi is.

Harada: As a result, this Hosokawa created most of the enemy characters.

This is Todaka from High Music. The other day, it was about 'frogs'.

I was playing "For Whom the Bell Tolls". Before that, "Mario Paint".

Harada Yutaka (28 years old)

"Land 2" is a man's world.

——When did development begin?

Harada: It started last November, and finished this September.

——Looking at the characters and such, I felt that it was somehow different from Mario's world up until now, but.

清武博二 (31 years old

Kiyotake: We had the thought that it might be okay not to be bound by the existing worldview for "Land 2". However, when we showed what we made first to everyone and they said, "Is this Mario?!", we thought, "This won't do," and tried to bring it closer to the original Mario's world, and that was our intention.

Kazumi Totaka (25 years old)

Hosokawa (25 years old)

——"Land 2" is about Mario "rescuing the princess" I thought it was new that he didn't fight for that purpose.

However.

Kiyotake: Until now, he fought for others, but I thought it would be good to have a story where he reclaims his own possessions at least once. Well, how should I put it, 'a world that tickles a man's heart.'

——What was the concept behind Wario?

Kiyotake: I thought of Bluto to Popeye. To tell you the truth, at first, I just gave him a random name, thinking everyone would come up with a good one later, so he's Wario. The idea was to flip M to W and make him Wario. And surprisingly, everyone liked it.

——Through what process was Wario born?

Kiyotake: Not just Wario, but when I come up with a character, first I tell Hosokawa, 'I want to create a character like this,' and if Hosokawa says, 'That sounds good,' I get motivated and tell everyone on the staff. Then, if I think it's viable, I consult Harada about the specific way to animate it. Wario, too, that...

Other characters were also created in this way.

That's how it is. Many were ignored by everyone or scrapped.

There are many things that were scrapped, though.

——Kiyotake: I'd like to know Wario's background. There's a rumor that he's Mario's childhood friend, but that's just a rumor, and it's unknown whether it's true or not. His favorite food is crepes. That seems to be true...

Mario you can understand by touching and hearing

——I also thought the control feel for Space Mario and Pany Mario was new. Especially the part where pressing up on the D-pad and the A button results in a high jump.

Harada: In the case of the Game Boy, the buttons are arranged diagonally upwards to the right, and there are people who find it difficult to press both buttons with just their thumb. For such people, I thought about a way to jump high, and I implemented this control.

——The music also has a different feel than before.

Taking the sound effect when Mario becomes Super Mario as an example, Todaka used the same sound effects as the Super Famicom version until the middle of the work.

was there. However, that sound on the Game Boy when used on the Game Boy, the impression from the Super Famicom would overlap. As a result, when looking at the game screen, there was a concern that players might feel it was small or couldn't be zoomed in or out. In that sense, we thought a lot about sound effects.

—— Mr. Todaka, what about parts other than music? When I happened to overhear Todaka Kiyotake, Harada, and Hosokawa talking, I butted in with suggestions like "this way is better," "the previous way was better," or "what about this kind of character," but most of it was rejected.

Heated Debate! The Fly Problem

—— What was the most difficult point? Harada: Indeed, it was the last 2-3 months after the test version was completed. Since we've been working on it from the beginning, we're naturally good at it. We could go further and further and thought it might be too easy. But when the test version was ready and everyone played it, they couldn't do it! (lol). It was too difficult, so the adjustments after that were the most difficult point.

——There were many attractive enemy characters.

Especially the "Hi-Fly" that appears in the Tree Zone and Mario Zone.

What is that?

Hosokawa, no matter how much I think about stepping on him, I cannot step on him. That is a 'fly that does nothing'.

Kiyotake: "I like useless characters, so when I first saw it, I burst out laughing. While some people might dislike this kind of thing, I decided to keep it."

As for Todaka, I also really like that, and put effort into it. I ended up adding sound effects (lol).

Kiyotake, if you have time, you can step on it by doing something.

I wanted it to become 'u', in that way.

Todaka: No, it's better not to step on that!

Harada So-so (lol).

——So, finally, to summarize 'Land 2' in one word.

Please, warrio Wario's Debut

Harada It's a fun game.

Hosokawa Maybe 'Mario's Toy Box'?

Taka Umm, 'Vacation,' right?

——Huh?

Todaka Couldn't take the Obon holiday for 'Land 2' because.

Nintendo Official Guidebook

Super Mario Land 2

6 Golden Coins

● 企画・編集	Shigesato Itoi / Takashi Watanabe / Hiroyuki (APE) / Jin Kobayashi / Ryuji Osawa / Shigeo Tanabe
● Map Production	Nobuyuki Kojima
● Cover and Text Design	Yokoyama (KINOKILI) / Kaori Oshimi
■ Cover Photo Coin Production	Hiroshi Nomura
● Illustration	Ito Ashura

December 20, 1992, First Edition, First Printing Issued (Horizontal Mark South Stop)

Publisher: Kazuki Tanaka

Printer: Sanko Printing Co., Ltd. Printed in Japan

Publisher: Shogakukan Inc.

2-3-1 Hitotsubashi, Chiyoda-ku, Tokyo 101-01

振替 (東京8-200)

TEL Editorial: (03) 3230-5395

業務 (03) 3230-5331

Sales: (03) 3230-5747

○ Please refrain from inquiries regarding game content.

○ Although we have paid close attention to this book, if there are any misprints or binding errors ら「業務部」あ Please send to us. We will replace it at our expense, including shipping.

○ A part of this book or [COPY] if legally permitted to do so

除き、 will be the author and publisher. Our company in advance meteku please.

©1992 Nintendo Game Boy is a trademark of Nintendo.

ISBN4-09-102413-0

GAME BOY.

Magazine 69912-13

List Price ¥600 (¥583)

T1069912130600

©Shogakukan 192

Printed in Japan